



WU

KORALON FORCEBOOK
Evolution or Extinction

Agents of Apocalypse

urban™
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What is Void 1.1

You have all seen the science fiction films that are around where heroes battle against corrupt mega-corporations, aliens and evil empires and the robots of the future threaten the very existence of mankind.

Well Void 1.1 is a tabletop game, played with miniatures, that allows you to create similar conflicts to those that you have seen in your favourite sci-fi films.

In the Void 1.1 universe there are heroes and villains, aliens and robots. Urban Mammoth produces a large range of miniatures and models for the Void 1.1 universe for you to collect and paint. The idea is that you collect these miniatures to play the game. The Void 1.1 game is easily understandable and allows you to play fast fun games with your friends in a couple of hours.

Not only will you have a great time playing the game but you'll have endless hours of enjoyment deciding what figures to buy, what forces to build and how you will paint them.

Currently there are five different armies to choose from and more will follow soon. These are the Viridians, Junkers, Syntha, VASA and the Koralon.

The Viridians are run by a global corporate democracy, with its citizens as shareholders of all the various corporations that form the Viridian Assembly.

Their armies comprise commandoes, power armoured troopers and platform mounted weapons car-

ried on the backs of monstrous lizards. They favour ranged weapons and try to defeat the enemy at a distance since casualties in war lose votes in the assembly, however, the gargantuan lizards are fearsome in close combat, slashing and rending their victims with their cruel sharp claws.

The Senate on Ironglass oversees the harsh militaristic Junker society, where life is cheap and invariably short. Their armies consist of large legions of convict legionaries equipped with crude but robust weaponry. A shortage of effective ranged weapons makes it imperative that the legionaries close with their enemies on the battlefield before sustaining too many casualties. Quad bikes and buggies support these troops, however, Junker armies rely on sheer numbers to win the day.

Syntha society is known as the "collective" and all aspects of life within it are controlled and monitored by the Prime Central AI located in the heart of the Prime planetoid. The Syntha are a highly trained, well-equipped army utilising cyborgs and enhanced humans supported by grav-tanks and robotic weapon platforms. They are the consummate ranged combat army, however, due to their programming they can be inflexible and easily outmanoeuvred.

VASA are the policing body that guard the grav-wells throughout Pan-Humanic space. They are the typical elite forces army, utilising

jump troopers and the mysterious Void Knights, disciples of the Meta Temples. They like to get in fast where they can bring to bear their unrivalled close combat weaponry. However, it is a small and fragile army so you have to be careful.

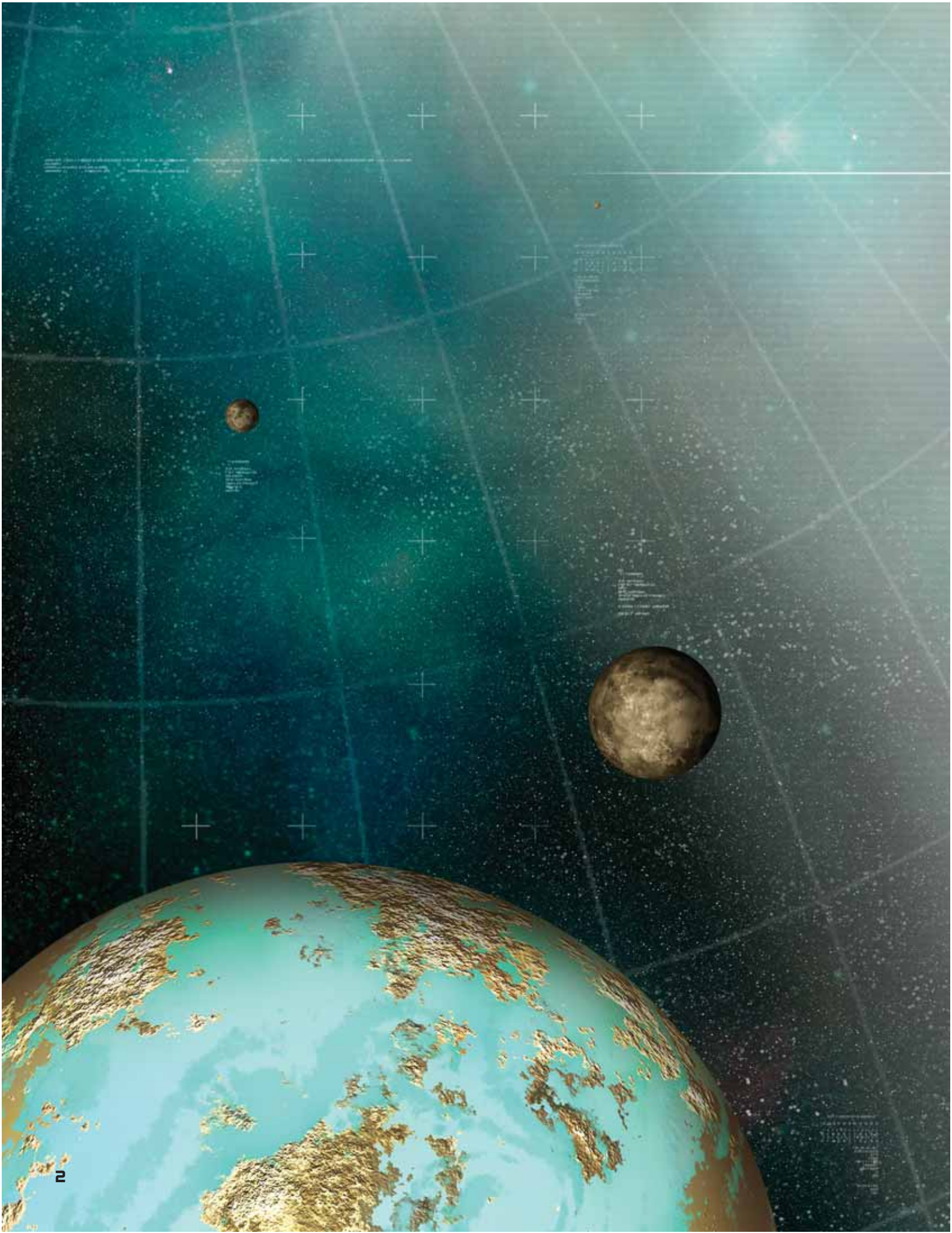
The Koralon are the aliens, these are serpent like creatures and they are supported by large numbers of hybrid humans. These are unfortunate captives that have been mutated into hideous fighting machines by the aliens. It is a very adaptable army that can change to suit the conditions with good close combat troopers and useful "gravitic" technologies for ranged combat.

There are separate Force books for each of these armies with more detailed information on their background as well as comprehensive army lists for you to build their armies. Additionally there are painting and terrain guides in these books with hints and tips on how to get the best from your army.

As well as this we have our magazine *Battle with Miniatures*, there are online versions as well as printed compendium issues that will be on hand to give you hints and tips on all aspects of the hobby.

So go on, build an army and fight on the battlefields of Void 1.1. Have fun.





Sec-Net Bulletin Synform Monitor Locus 01.28.28 Intercept

The following databundle was simultaneously delivered to all major media outlets, academic and research institutions, and public information receptacles, as well as privately sent to over four-thousand influential persons including planetary governors and elected officials, major shareholders in key corporations, industrial magnates, scholars and critics, and certain vocal holo-celebrities.

As the last survivor of the Blue Eden expedition it falls on me to make our story public; enclosed within this databundle are my personal logs, those marked 'Dr. Avery Valverde S.A.', in addition to the logs of twelve other mission scientists, as well as over seventeen hours of footage of the deadly fauna we encountered.

Blue Eden was a third stage project, initiated on a large scale but in extreme haste. Out of twenty prospective worlds in Rim Sector 52 only one was immediately habitable and it was to serve as a springboard for the colonisation of the entire region. Unknown to my team safety and surveillance protocols had been severely curtailed in the mad rush to get surveyors on the ground. Soon there were hundreds of us in widely dispersed groups; almost wholly ignorant of our surroundings and even lacking accurate data on the warm, still oceans that comprised eighty percent of the world's surface.

At first it certainly seemed as if the relaxed protocols and double-deal-

ing, the greased palms at the VASA Interplanetary Commission and Viridian Assembly, were yielding handsome returns. And our glowing reports only made things worse: the potential of the rich biosphere promised amazing discoveries and blinded us to its dangers. Soon xenobiologists were recklessly exploring the unusual archipelagos, the dominant landform on that ocean world, in direct competition with one another. Such poor coordination meant it was months before we realised the sinister extent of our predicament; that people were disappearing by the dozens.

Those of us who did suspect the worst were dismissed as alarmists; that is until the entire staff of Antilles base went missing. The mission under Captain Brahe sent to investigate likewise vanished, leaving only the telltale of weapons fire and blast damage around their abandoned site. Clono base on the great south island then went silent, and no expedition had been seen or heard from in weeks. Of the several hundred men and women actively investigating the planet, only the six of us at the upland weather station remained in contact with our orbital monitors.

That's when they came for us. After six days absence Patterson and Gabe washed up on the surf, alive and overgrown with the curious coral-like substance that comprised the thousands of overgrown islands of that cursed place. We tended to them while

we made plans to evacuate. Rapidly the infection spread through our team, and soon Gabe began to act psychotic. I've enclosed the recording of those last moments there before my flight, which will clearly show what I lack the words to describe, as well as the cursory analysis we ran on the coralline, as it's now known. In the end, those who survived exposure to it could no longer be described as human: killing them was a kindness.

The details of my escape on the utility scow are all in the logs, including the most frightening aspect of my encounter. Post situational analysis of the supply vessel's scans by experienced fleet officers confirms that the objects I detected minutes before shunting from the system are indeed vessels of some kind, vessels which manoeuvre at g's impossible for a human ship to sustain. What at first seemed a lethal biosphere on a dangerous world I am now convinced represents the deliberate actions of a non-human sentience. We are not alone.

Too many have died for this information, and billions more are threatened by its suppression. We must never forget the disaster of Blue Eden, we cannot forget that cursed world or it will mean our extinction.

**The name of this planet is
Void 1.1,**

**and its legacy is yet
unwritten....**

The Draconis Alba Galaxy

Viridia-Solaris

Viridia-Solaris/Leviathan Binary System

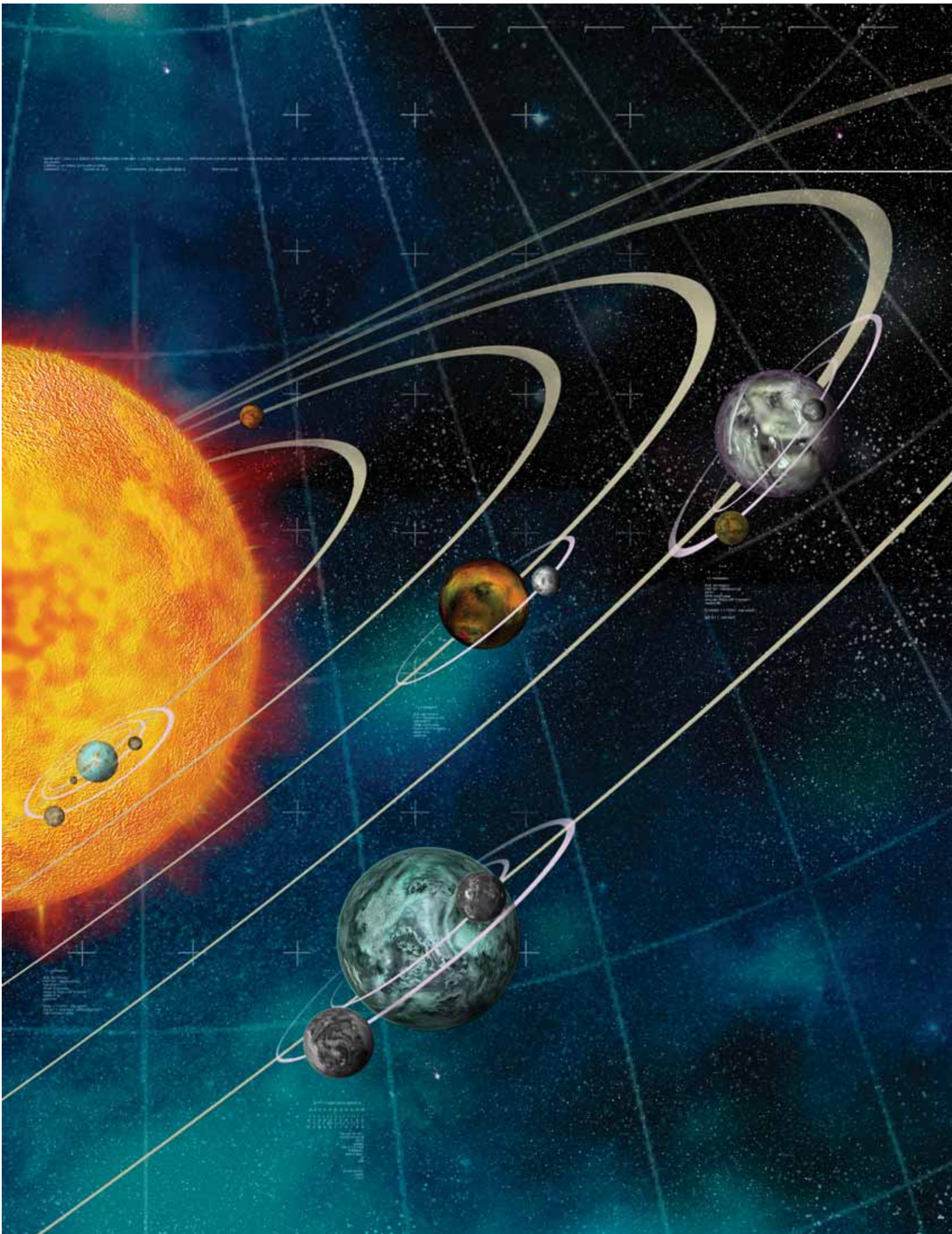
The Viridia Solaris/Leviathan binary system is a twin star system consisting of the main sequence yellow star Viridia Solaris and the long dead black dwarf Leviathan and their satellites.

The binary system was formed 5.5 billion years ago when the immense gravity field exerted by Leviathan captured the young Viridia Solaris system.



Void System

of the system is the extremely high biosphere reading on Void 1.1.



Void System



Void 1.1



V1.1/m1



V1.1/m2



V1.1/m3

Void 1.1

Type: Ocean
Periastron: 112 million km
Radius: 5,707 km
Orbital Period: 207 days
Population: Unknown
Atmosphere: Humid/Life Sustaining
Moons: V1.1/m1, V1.2/m2 and V1.1/m3



Void 1.2

Void 1.2

Type: Desert World
Periastron: 183 million km
Radius: 4982 km
Orbital Period: 3.7 years
Population: Unknown
Atmosphere: Thin
Moons: None



Void 1.3



V1.3/m1

Void 1.3

Type: Inert
Periastron: 3027 million km
Radius: 2562 km
Orbital Period: 27 years
Population: Unknown
Atmosphere: None
Moons: V1.3/m1



Void 1.4



V1.4/m1



V1.4/m2

Void 1.4

Type: Ice World
Periastron: 512 million km
Radius: 4012 km
Orbital Period: 72 years
Population: Unknown
Atmosphere: Thin
Moons: V1.4/m1 and V1.4/m2



Void 1.5



V1.5/m1



V1.5/m2

Void 1.5

Type: Ice World
Periastron: 589 million km
Radius: 3717 km
Orbital Period: 113 years
Population: Unknown
Atmosphere: Frozen Methane
Moons: V1.5/m1 and V1.5/m2

VOID 1.1

Void 1.1 is the first planet from the sun in the Void system situated in the farther reaches of the eastern arm of the galaxy known as the Rimworlds. The Void system was the first of many systems in which man encountered the Koralon. It is a single star system with five planets simply named 1.1 through to 1.5.

Since the fateful encounter very little information, beyond what was gleaned by the research vessels that escaped, is known about it. It has been speculated that in addition to the large infestation on Void 1.1 there is a second colony on the far side of Void 1.5 where the second moon, V1.5/m2, acts as a gigantic harbour for the Void Reef fleet. Void 1.1 has been defined as a Reef world, a tell tale sign of a Koralon infestation. It has large, warm, shallow oceans with a series of archipelagos build of coralline. It has a life-sustaining atmosphere if not a bit too humid for human habitation. It is not known if any other of the planets sustain life, Void 1.3 and 1.5 do not have any breathable atmosphere but 1.2 and 1.4 have thin atmospheres and it has been suggested that this may be the first stages of Koralon "terraforming" at work.

It has become clear that the Koralon have a well-established interstellar empire right out on the galactic rim, which is thought to be at least as extensive as humankind's. Initial encounters with the Koralon were disastrous, resulting in skirmishes between settlers on the rim and Koralon battlefleets. Since then a campaign of attrition has been fought between 'Rimworlders' and the Koralon, but without heavy VASA support the rim colonies have fallen one by one. VASA realised that their forces were over extended, given the scale of human occupied space, and have conceded the rim to the Koralon, withdrawing their support and leaving the outlying colonies to face the aliens alone. In the last few years the war has reached a bogged down, stalemate, with some human rebel worlds still mustering resistance within what is now ostensibly Koralon space, and the aliens testing the boundaries of VASA held territory. The VASA official line on

the Koralon is that they are rapacious, hostile aliens that cannot tolerate the presence of a species that might compete with them. Meanwhile scholars and intellectuals on Gate worlds far from the front lines debate whether the war is simply a defensive posture by essentially peaceful Koralon against human invaders; whether the whole thing is a massive cross-cultural misunderstanding; or whether Koralon really are bug eyed monsters bent on humanity's destruction.

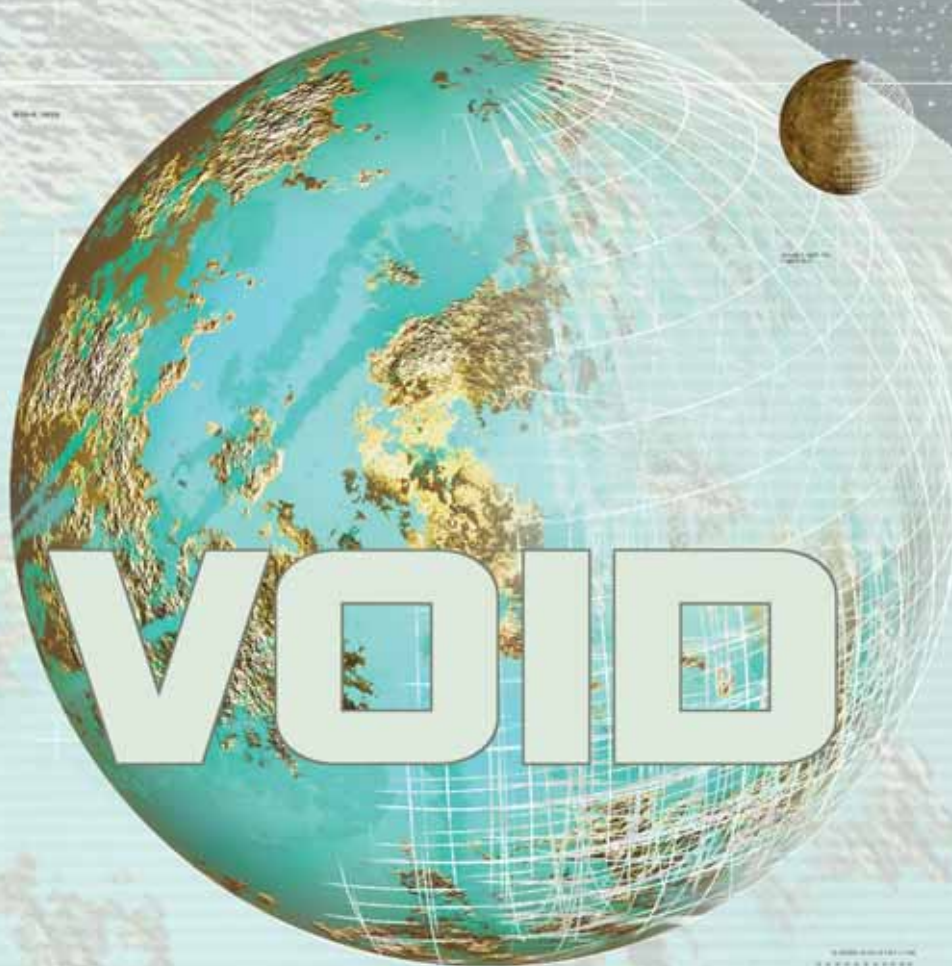
Koralon are marine amphibians that must certainly have evolved on an ocean world, though no human ship has ever come close to penetrating to the heart of alien space. Their bodies are elongated and serpentine and can reach massive sizes, though most are somewhere in the region of 2-3 meters long. Koralon torsos can have one or more pairs of limbs; usually arms, though occasionally wings as well. They carry themselves by slithering along on a carpet of mucous continually secreted from their soft parts, whilst keeping their heads and torsos erect. They are thought to have originally been slug-like invertebrates swimming in the oceans of their home world (human military forces disparagingly refer to them as 'Slugs'), but a symbiotic relationship with a microbial creature that grows like a coral on their bodies has allowed them to conquer land. Autopsies on alien soldiers show that when these microbes die they leave behind unique silicate skeletons, which build up to form an incredibly tough mineral deposit dubbed 'coralline'. Koralon have somehow learned to control the growth rate of this material, most likely by treating parts of their growing bodies with hormones. In this way they are believed to have turned hydrostatic skeletons into solid bony structures, as well as growing crystalline armoured plates and natural weaponry on their outer skins. Other significant aspects of Koralon biology includes their ability to generate massive electrostatic charges with their bodies, like the Volt Newts of Axolotl 9, and the incredible sonic resonance (perhaps a development of echo-location, though just how they communicate isn't known) that some Koralon

organisms can project.

Koralon have based their technology on the mastery they have over coralline, making even their astronautics and industrial processes a weird branch of biotechnology. They grow structures out of coralline to make 'Reef Cities'; build vehicles- called Reef Ships- and weapons from it. They even mix it with other substances to develop field technologies that leave human scientists baffled. It is known they can manufacture a coralline-neutronium alloy that generates spatial rifts when a current is passed through it. This material is thought to be the drive mechanism that Koralon use for grav-shunting. Their mastery of gravitics is way beyond what humans know, and they can even make ranged weapons and other clever devices such as short range teleporters from the alloy. The only place in the known universe that neutronium exists is on neutron stars, but how the Koralon can get close enough to them to mine the element is anyone's guess. A more disturbing aspect of their biotechnology is that they seem to be able to use it on other species, adapting it to the subjects' natural talents. Reports have recently come to light of Koralon-human hybrid drones fighting alongside the aliens, men and women hideously transformed into living weapons.

Precious little is known about how the Koralon organise their society, though they are thought to influence the growth of individuals for specific tasks- workers, warriors, scientists, etc. This would make their closest human analogue for a social model the Synthia. They seem to have a highly organised caste system that encompasses varying degrees of free will. On the battlefield it has been observed that the more limbs an individual has, the higher up the pecking order it usually is. There is also evidence to suggest that Koralon colonies are as prone to in-fighting as human ones are, though revolution within the infrastructure of a particular colony seems much less likely. What is clear is that the Koralon are an enigma, and only through understanding them can humanity hope to resolve the war one way or another.





VOID 1.1

Two hundred years is simply not enough time to account for the incredible differences in the human population of Elborea. Yes, it's possible that the system-wide anomaly that cut them off from us exerted some as yet undiscovered mutational influence on their physiology, but I suspect it's more a product of the native ecology. Dr. Guo has yet to discover any concrete cause in the tissue samples we sent her, and she plans to bring the rest of the team down to investigate first-hand. Meanwhile I'm still puzzling over the apparent similarities between the native fauna and the colonists, tomorrow I plan to collect more samples in the jungle.

-recovered from the logbook of Xenobiologist Lenil Fuller, member of the doomed Elborea Expedition



Koralon



Larvan

Agents of Apocalypse or Evolution?

About a hundred years ago Admiral Nozick's Nu-Utopian fleet managed to briefly take control of a Reef World within Koralon territory. Since then VASA has been anxious to build upon the intelligence gathered by that mission, attempting to understand the aliens' motives and technologies. Much new evidence has come to light since then, some of it corroborating the ill-fated Nu-Utopians' findings, other evidence contradicting their theories. But the aliens are changing, evolving, and dragging us along with them in the form of hybrids and mutants. And in the hundred years since Nozick's mission it is no surprise that some of the findings have become obsolete. So are the Koralon harbingers of mankind's extinction, or do they herald a new stage in human evolution?

The following data is an abridged transcript from the log of the Pioneer, flagship of the Nu Utopia independent colony's starfleet- it has been posted on the sub-ether net infotainment domain. The entries in the log are the private observations of Fleet Admiral Nozick. Classified data, including dates, has been removed by order of VASA High Command. Admiral Nozick has expressed certain views regarding VASA in his logs that have been left in. Nozick's fate should serve as a cautionary tale to those mistakenly believing they can take matters of galactic security into their own hands.

Entry 1

...Today the Nu Utopian Fleet set off into the unknown. The Koralon are mankind's enemy, yet we continue to concede our territory to them, our VASA protectorate shirking their responsibilities. In the course of the last year alone we have seen our sister colony Arcadia, and our independent allies on Mannheim with whom we were due to sign a trade concession, fall to this alien menace. It is high time that we strike back as a species. For the sake of our own survival we must take the battle to them, strike at their home worlds as they have struck at ours with such devastating efficiency. We have petitioned VASA with our plans for a concerted invasion of alien

space; we have obtained quantum relay probe data with the co-ordinates of a small Koralon Reef World fifty-six light years from Nu Utopia. This planet could be taken as a beachhead for sorties into the Koralon Empire, and would allow us to study their worlds. VASA has refused to even meet with representatives of our government. So it falls upon us to undertake this bold stroke alone. We are left with no choice; three days ago an alien scout vessel was shot down around the asteroid belt circling our solar system. We'll be the next colony to fall unless we take pre-emptive action...

Entry 2

...We grav-shunted at 0700, using the Utopia Six gravwell. 28 battleships, including the Pioneer, armed with particle cannons, negatron torpedoes, and rail guns; 121 Light Frigates with more of the same; 1,798 assorted bombers, transports and light interceptors with Colossus RMD VILs and high-yield plasma bombs; 2 divisions of light infantry, a division of mechanised infantry, supported by 3 battalions of heavy armour and a battalion of artillery. We do not intend to lose this battle. When we came out of the gravwell around a planetoid on the outskirts of the Reef World system we found a screen of enemy warships already awaiting us- they had anticipated our arrival. Had it not been for the sheer numbers and combined firepower of our fleet this might have gone disastrously. Our shield systems are ill equipped to deal with the gravitic weapons of the Koralon interceptors and we took heavy casualties, but in the end we saw off the threat. Switching to plasma drives it took us sixteen hours to reach our destination. Orbiting the Reef World, which we have dubbed Oceanus, was a fleet of enemy vessels dominated by two of the largest Reef Ships I've yet seen. Great, elongated structures covered in coralline ridges and bristling with gravitic ordnance, they looked more like some terrible beast from the ocean depths than spacecraft. In terms of size they were more like space stations than ships- not quite as big as the Junker Starfactories, but certainly in that league. Hordes of smaller craft emerged from the hulls of these mon-

sters as we approached and battle was joined. The fighting lasted little over half an hour and our total losses, combined with the earlier ambush, now amounted to half the original fleet. Still, we had won command of Oceanus' orbital zone and the bombardment and invasion of the surface could now commence. In the battle one of the Koralon Motherships was totally obliterated by particle cannon fire to its neutronium drive system, but the other was disabled, leaving it hanging in space at our mercy...

Entry 3

...After the battle I joined the expeditionary force to take the crippled mother ship. Although her propulsion system and weapons were neutralised, scans showed that there were still aliens alive on board. This was a potentially dangerous situation. We attached our docking port over a breach in the outer shell made by a negatron torpedo. The 19th Nu Utopian Tactical Company are the fine men, women and droids who undertook this most hazardous of missions, and I was proud to be at their head. The hull, or more accurately the shell, of the vessel was an intricate honeycomb structure, made up of quite delicate interlocking strands of coralline, in some places not much thicker than a man's arm. Within, the vessel had a life-supporting atmosphere, perhaps too humid to be entirely comfortable for humans, but it did prove that the Koralon require similar levels of oxygen and STP as ourselves to survive. The best description I can give of the interior was labyrinthine, and it was lit by an eerie red glow that seemed to be emitted by the coralline itself. Heavy condensation ran over everything, and pooled on the floors of the interior. Indeed some chambers were pressure-sealed and filled to the ceiling with water. We eventually found all the Koralon clustered around a chamber deep in the bowels of the ship, seemingly protecting something. There was a fierce battle and our brave soldiers made a good account themselves. In the confined space it was a massacre and we lost half the company to the weird gravity weapons and savage blades of the aliens, but our superior firepower won the day. The last aliens

took the secret of whatever was in the chamber with them. They instigated an explosive decompression from which we barely escaped with our lives. However, some of the troops and myself can recall a vague impression of something huge, multi-limbed and alive occupying the centre of that place. Elsewhere we found various purpose built chambers in the Mothership, the largest of these being a cavernous bay in which great vats of coralline and organic nutrient rich solutions were used to grow smaller reef ships. It would appear that coralline scaffolds forming Reef Ship super-structures were placed into the vats, to grow the shells of everything from single pilot interceptors to vessels as large as our frigates. We found stockpiles of neutronium in these chambers too, which seemed to be alloyed with coralline in smaller vats to make gravity weapons and propulsion systems. It may take years to unravel the mysteries of the raw neutronium, which for mankind has been a theoretical element until this day, since all attempts to refine the substance from captured coralline/neutronium devices have been unsuccessful. The Mothership's weapons array seemed to have been linked to a honeycomb of cells, each containing a single Phazon gunner operating a single weapon, or a number of Phazons acting in unison to operate larger ordnance. The coralline-neutronium grav-drive on the ship had a direct pipe to a cluster of five hundred Phazon navigators...

Entry 4

...We have placed a ring of steel around each of the five major Reef Cities on Oceanus. The aliens are hard fighters and hold out to the last. They never surrender, never give quarter, but we have them beaten now thanks to our orbital superiority. It may be a long siege, but it's only a matter of time before the Koralon must fall...

Entry 5

...Victory is ours. We've shattered all significant resistance on Oceanus by taking the five major Reef Cities, and now there only remain minor colonies of aliens that will surely succumb to our orbital bombardments in the next few days. Though the city is

much diminished following our bombing campaign and artillery barrages, it is still a thing of great wonder. How can such ghastly, savage beasts as the Koralon manage such feats of beauty and precision? This morning for instance I was horrified to learn how the beasts feed. Thinking that there were no Koralon left security was relaxed, and field research teams were dispatched. I watched as one troupe of our scientists were set upon by those winged horrors we have named Harpykons. The creatures were clearly starving and they attempted to consume the unfortunate scientists by injecting their stomachs into the living bodies of the victims to suck them dry- as a starfish or a jellyfish does with its prey. Our snipers dispatched the creatures, but it was too late for the poor souls violated in this hideous fashion. The cities themselves are built up from coralline reefs. The Koralon, we know now, bring their terraforming technologies with them when they colonise a new planet, introducing the coralline microbe to watercourses on the world so that it propagates naturally. This of course means that they need worlds with a large amount of surface water to thrive. It seems that in common with our own terraforming technologies this process can take decades, but eventually large enough reefs will form to build the massive, multi-level Reef Cities like the one on whose streets we are currently camped. Once enough coralline has concentrated in an area it will form expansive mineral flats, rising out of the water. Then Koralon bio-engineers can go to work, shaping and accelerating the rate of coralline deposition to construct vast, geodesic crystalline scaffolds, over which layers of coralline grow to form domiciles. In this way the cities grow up out of the seas and bayous, forming shelves around one or more central columns. From each of these stable shelves crystal spires emerge, interlinked by delicate webs of coralline. To keep the system growing a complex system of locks and screws allows water to circulate constantly around the infrastructure. The sheer inventiveness of the Koralon in their application of this technology staggers me. The Koralon's power needs were provided for the

most part by the creatures' own bio-electricity, processed through coralline amplifiers. Battery slave creatures seem to have been bred with massive bio-electric organs just for this purpose (unlike the Phazons who are masters of manipulating and directing this energy and therefore enjoy a high-status technician role in society). Within the structure of these cities, they have facilities for various purposes such as defence batteries, farms for the marine creatures upon which the Koralon feed, and large growth vats in which Koralon embryos are bio-engineered for the roles they will perform in the colony. How the Koralon breed remains a mystery and we haven't yet figured out where the embryos come from- though in common with the Reef Mothership, each of the cities had a chamber at its heart which the Koralon destroyed utterly rather than allow us to capture what resided within...

Entry 6

...At 0615 hours a Koralon fleet appeared around Oceanus with no warning. They significantly outnumber us and we've plotted a course back to the planetoid to attempt a grav-shunt. In the initial onslaught we lost most of our remaining vessels. There is only the Pioneer, seventeen cruisers and a handful of light craft left. If we don't make it then maybe this log will reach someone who can put its findings to use. Admiral Nozick signing off...

LOG ENDS



Brood



War with the Koralon has been a frontier phenomenon for nearly a century and, no matter how alarming the reports or disappointing the setbacks, most regarded the alien menace as a problem confined to the Rim. But the recent assault deep within human space, an intergalactic war already being referred to as the Koralon Incursion, has shattered illusions of safety and distance from this hostile species that unwillingly shares the universe with man.

Shattered too is the notion that Koralon are somehow inferior to humanity in intellect or innovation, that they are instinct driven and rigidly hive-minded. Certainly mankind has long recognized the astonishing technological accomplishments of the aliens, including their superior means of 'phased' grav-shunting that made this devastating Incursion possible, but until now their capacity for grand strategic thinking and, more alarming still, their understanding and exploitation of humanity's social and psychological characteristics has been unimagined by the best minds in human space.

In a simultaneous attack on five systems, in regions distributed over a three thousand light year radius, the Koralon fleets materialized deep within human space. Independent of grav-wells the Koralon fleets moved through n-space (fifth dimensional space) with pinpoint precision, and old human notions of the galaxy as a maze of systems connect-

ed by grav-lines blinded mankind to the possibilities of Koralon shunting techniques. By ignoring spatial dimensionality Koralon shunting also ignores distance: conceivably the aliens may appear anywhere in the galaxy. There are no longer secure systems; all of pan-humanic space has been laid bare.

Dissecting human space with an expert eye the Koralon selected star systems most likely to devastate mankind, and pave the way for further conquests. Gateworlds, rich, populous, dominators of trade and travel, these were the worlds the aliens conquered; deemed invulnerable by virtue of their location, the Koralon had little difficulty in brushing aside their nominal defences. Each Gateworld system possessed deep grav-wells, making them a crossroads, a vital link for trade, transport, and communications. Severing such links, bridges between hundreds of worlds, made a concerted response by humanity to the attack nearly impossible, and left billions cut-off for the first time from the empires they looked to for guidance.

Algercon, Rzhova, Arkadia, Actaeon, Yvetot; within days each system was taken and their worlds, all favoured with rich biospheres and teeming with life, began rapid, coralline-induced metamorphosis. Here too the Koralon had shown their foresight, for each world was conducive to the swift spread and growth of coralline, they could each be remade into ideal alien habitats. With a comparatively

small force the Koralon subjugated these worlds and incorporated them and their inhabitants into the alien empire. They had come to stay.

Clearly they understood their enemy; the Koralon struck mankind's weak point with a sudden, overwhelming force, they moved decisively to consolidate their gains whilst humanity squabbled over treaty obligations or fragmented into divisive factions, and they allowed the rest of human space to witness the horror of the Gateworlds' collapse. On some worlds the aliens permitted sub-ether communications to continue unabated for many days, apparently aware of the fear this would engender. For a species so different from mankind to possess even a vague understanding of human emotions and motivations is remarkable, that they actively employed such knowledge as part of an aggressive strategy of psychological warfare almost defies probability.

That man was able to regain these lost systems is a testament to his ability to cooperate in adversity, though the expenditure of lives and material has been, and continues to be, enormous. Although the Koralon fleets have dispersed, in many cases dissolving back into n-space once it was clear humanity had the edge, the planets themselves remain turbulent, ruined, and teeming with hostile hybrid species and their Koralon masters.

Worlds like Actaeon and Rzhova fared relatively well during the Reconquest, though ravaged and



The Koralon Incursion



infected they were the planets least suited to Koralon habitation and their colder oceans delayed the arrival of the Mother Reefs with their advanced assimilation techniques. Yvetot Alpha has already been abandoned by Ironglass, the small water planet is so thoroughly infested that VASA plans to artificially thin its atmosphere from orbit until its oceans freeze. Its mate, the Gateworld Yvetot Beta, has been radically transformed by coralline infection and is teeming with an enormous amount of Hybrids, the remnants of the overpopulated Junker cities, and Ironglass has only begun to wage a costly war of attrition to regain the planet's surface.

On Algercon the Viridians face an unprecedented nightmare snarl of infected jungle and dense woodland, the vast acreages of genetically tailored arboriforms have undergone incredible transformations at the hands of the Koralon. Reportedly the hybrid forest is now proving itself an antagonist for the Viridian and VASA forces engaged in jungle warfare on the planet's surface, and the myriad basins and underground lakes in which the Koralon hold out are all but inaccessible.

Kyklops in the Arkadian System, old imperial seat of the tyrant Iskander, is an oppressively hot world with placid, shallow seas, the most ideal of all the worlds to be conquered during the Incursion. Paradoxically its human population has been least

affected, the Koralon having immediately taken to the seas in vast numbers and leaving the island city of Iskandria relatively uninfected, though its defences, communications and transport network have been crushed. But while Tripartite forces reoccupy the planet, often in open competition with one another, the deeply submerged Mother Reefs of the Koralon, protected from orbital bombardments by gravitically shaped refraction shields of sea water, continue to work profound changes on the global climate. It is only a matter of time before the aliens emerge from beneath the waves to subjugate the land.

A partial victory for mankind, this regaining of the Gateworld Systems while the planets themselves continue to mutate and revert into a kind of bio-anarchy and coralline

enhanced species battle over the shells of dead cities. Many fear that Koralon Incursion was just the opening move in a galaxy-wide war for conquest, a testing of the waters before the aliens commit themselves utterly to mankind's annihilation. Some have gone so far as to speculate that this assault on the Gateworlds was little more than a feint for, after all, the Koralon did expand their Rim empire enormously while mankind was busy fending of the Incursion. But most choose not to dwell on the uncomfortable truth the Koralon Incursion has made clear, and while mankind rebuilds their shattered worlds, fighting not only the remnants of the alien menace but also amongst themselves, no one utters the unspoken and universal fear; that at any time, anywhere, the Koralon may return.

First they told us that corporate Viridia would devour us, then it was the rapacious hordes of Ironglass, soon after the Syntha were the villain of the hour. And what is the latest danger they have cooked up for us? The perilous threat that requires the suspension of our liberties and the theft of our very autonomy? Aliens from beyond the rim, hell-bent on our destruction. In the centuries that mankind has sailed the stars how very convenient that it is only now, when our world has elected self-government, that VASA should find such menacing foes. I tell you there is no war! The threat to mankind is not on the Rim, but right here under the VASA yoke!

-Margril Tamm, Bleidas-Colburn Revolutionary Front



The Koralon Fleet

No one knows the true extent of the Koralon Fleet, but it would seem to be massive, endless even, since they just keep coming. Within the fleet there are many different sizes and types of vessel, as one would expect from such an adaptable species.

The main reef ships in Koralon Fleets are their battleships, which are classified into four different size categories by VASA. The smallest and most numerous are Lamprey class reef ships, about the size of a standard human warship. The next size up is the Remora class reef ship, which often has fighter escorts of single pilot interceptors, called Razorfins by human pilots who've faced them. The third size class is the Kraken, and these ships are huge; as large as anything the Junkers would make. Kraken act as mass transports for thousands of Koralon and their capacious hulls have many Razorfin bays, as well as assault craft called Limpet Ships. These Limpets come in various sizes, and the largest can carry up to twenty Larvan sized creatures. Limpets are stacked in coralline pods on the exterior of Kraken class ships, and when they get close to an enemy vessel the pod is ruptured by a bio-electric charge, spraying a shower of Limpets over its hull. The Limpets attach themselves with powerful suckers and burrow into the target vessel by secreting powerful acids and shearing off layers of armour using coralline cutters. Once inside, the shells peel back and membranes will unfurl to vacuum seal the damage, unleashing the Koralon on the defenders. Finally the largest are

the Dagon class motherships, which are vast interstellar HQs for the Koralon, each one a mobile fortress capable of transporting well over ten thousand aliens and their commanders.

Although reef ships are big and can absorb a lot of punishment on their incredibly tough coralline armour, which can be electrified to repel assault craft, human fleets have the edge over them in terms of manoeuvrability, speed and weaponry. The most destructive weapon systems on reef ships are coralline/neutronium powered grav-cannons. They're certainly potent and human fleet technicians still haven't found an effective defence against their gravity warping effects, but their effective range is very short in comparison with human energy weapons. Grav-cannons are the standard armaments of Razorfins, and the larger ships also feature batteries of them. The simplest fleet weapons are splinter cannons, which fire resinous spikes of organic material. They're light but have far better range than grav-cannons. There are also weapon systems on reef ships such as shard mine layers and lightning barb launchers, which fire heavy coralline spines charged with a crackling field of bio-electricity to overload power systems in the target.

Phazon are very important to the reef fleet with their mastery of gravitics. They are pilots, gunners and navigators for the fleet, and although they're rare in ground assaults, Phazon seem to be ubiquitous in space. Indeed, they seem to have

been bred specifically for the purpose of operating reef ships and their effectiveness in ground combat is simply a side effect of these piloting abilities. Normal propulsion seems to be provided by mindless bio-electric battery creatures. All of the ships in the Koralon Fleet have grav-shunting ability though, and VASA scientists have determined that coralline/neutronium fuel provides the drive system for this. Cadres of Phazon seem to link minds somehow to channel bio-electric energy through the coralline/neutronium pellets stored towards the back of reef ships. A gravity warping energy field is built up which bleeds into complex conduits and channels throughout the hull of the ship. When enough charge is built up space-time collapses around the vessel, dropping into five-dimensional space surrounded by a stable bubble of reality. Phazon can apparently navigate this with ease, allowing them to reappear wherever they like. Their grav-shunting abilities are much more advanced than human techniques, which rely on the presence of grav-wells. With their stable bubble method Koralon craft can grav-shunt at will. The coralline/neutronium pellets are also used to power grav-cannons, again with Phazon gunners passing bio-electric charge through the fuel to generate a gravity warping field.

The structures of these battleships follow a similar design principle regardless of size class. All have a basic, elongated shape rather like a fish's body, constructed from overlapping plates of coralline. Any number of





spiny fins and sails form ridges along the hull, and these are thought to assist both manoeuvrability and maintaining a space-time bubble whilst grav-shunting. They also provide useful hard points for weapon mounts. Coloration and nuances of shape tend to vary from fleet to fleet, indicating that different factions of Koralon have slightly different ideas of what is aesthetically pleasing.

As well as the battleships there are many other, more specialist reef ships in the Koralon Fleet. For example the Mother Reefs and their precursors the Spore Ships, more on which later. The Koralon also have highly advanced recon ships that are more or less invisible to human early warning systems. Paradoxically, short-range local radar systems can pick them up quite easily, but more sophisticated long-range scanners are foiled by their phased bio-electric cloaking fields. These recon ships, known as Morays, are about the size of a cruiser and for Koralon vessels they're lightly armoured and manoeuvrable. Standard armaments for Morays are light too, usually a couple of grav-cannons as primary weapons, backed up by a battery of splinter cannons. In addition to gathering intelligence, their speed and stealth means that they're used to deploy Spore Ships.

Oh, lets just take our time shall we? Be patient. Debate the issue, commission academic studies and let the politicians poll their constituents, consult with experts and let no one's opinion go unrecorded. After all, what need have we for decisive and concerted action when the Koralon themselves posses enough certainty of purpose to supply an entire galaxy? I am sure they would bestow this enviable quality of theirs upon mankind, we needn't even ask.

-Dr. Avery Valverde, the VBC Interview



The Mother Reefs



Mother reefs are effectively interstellar Koralon cities. They are the key to the Koralon's ability to quickly settle and assimilate suitable worlds. Mother Reefs are on the whole large structures, the biggest being about the size of Dagon class motherships and the smallest about the size of Kraken class reef ships. They have a very different design to most of the reef ships in the Koralon fleet, consisting of a large flat disc, atop which the main body of the mother reef sits. The main body is a great coralline dome, around the base and over the surface of which vents and spires of coralline are clustered. Trailing from the bottom of the disc are numerous massive, thick tendrils, the largest measuring up to ten kilometres in length. These tendrils are only unfurled when the reef comes to land on a planet though, and whilst in space they are tucked up under the body in a sheath of coralline, making the bottom of the structure smooth and convex.

Mother reefs are primitive, organic looking structures and VASA scientists believe that uniquely amongst the reef fleet they haven't been purpose built. Other reef ships are created in sections in huge coralline growth vats under the supervision of Koralon technicians, but the Mother Reefs are thought to be living creatures in their own right, and to pre-date the Koralon in evolutionary terms. They are believed to have originated on the same planet as the Koralon and may be the key to how Koralon came

to explore space. Mother reefs are a curious mixture of animal, vegetable and mineral. They are enormous composite organisms made up of vast numbers of specialised microbes. The space within the shell is divided into a labyrinth of hollow chambers, some filled with water and some with air. The long tentacles are designed to burrow into sand and soft rock, extracting the chemicals that the microbes feed on and build up the shell with. These chemicals are processed in a central stomach region, which is a simple organic column up through the centre of the mother reef. This region also contains bio-electric organs, which send a weak charge through the feeding tendrils. The bio-electric field attracts free-floating microbes to add to the colony and attracts various ions and separates mineral salts by electrolysis. Originally, they could probably pull up their tendrils and float on the ocean surface once they'd exhausted an area, drifting to new mineral pastures.

By piecing together theories about Koralon history it is thought that these mother reefs first provided shelter for the ancient Koralon on their ocean world. Being an intelligent species capable of tool use, the aliens probably began altering the environment within the mother reefs as their first faltering steps towards developing technology. This would ultimately have led to them carrying out experiments in launching spacecraft created within the reefs, powered by bio-electric

organs harvested from the Mother Reefs and grafted onto slave creatures. Eventually they would have found a way to launch entire reefs, and take them to other watery worlds. What isn't clear now is whether the coralline agent is something the Koralon encountered before they began exploring space, or whether it was something they discovered on their travels. Maybe they created it themselves in shell and skeleton building experiments involving microbes. Whatever the case, the coralline agent changed the Koralon and their mother reefs, and they probably had no more choice in the matter than human hybrids or altered ecosystems.

Bringing things up to date, the mother reefs did indeed undergo coralline assimilation, and in common with other vessels in the reef fleet, their hard parts are run through with complex channels in which coralline/neutronium gravity waves build up. They travel in the midst of the Koralon Fleets, having little or no means of protecting themselves. Inside their great hollow bodies are brood chambers filled with coralline cysts, inside of which lie thousands of dormant Koralon and hybrids of all kinds. Spore ships seed planets in preparation for their landing, and when they come to ground the mother reefs will head for shallow water, unfurling their tentacles. Once they've anchored their feeding tendrils in place and are solidly moored on the planet, bio-electric signals will go out to activate the





Spore Ships

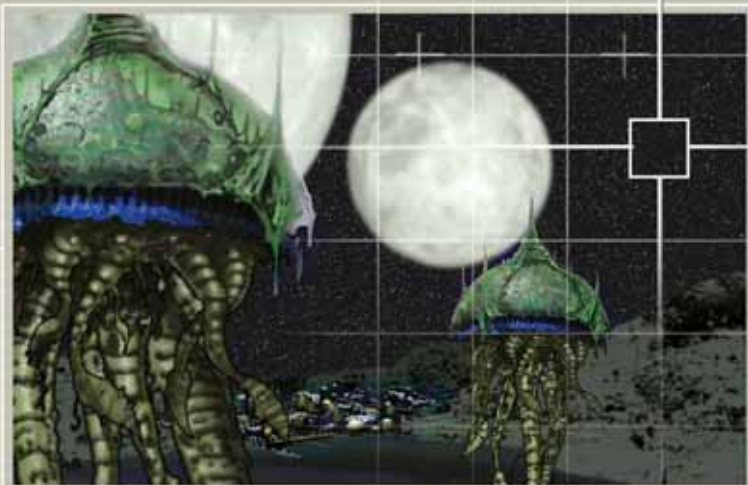
sporulate matter dropped by the spore ships. This microbial mat will begin to migrate towards the reef, picking up and assimilating other matter as it goes. Over time this will drastically alter the environment, eventually turning it into a full-blown reef world. At the same time coralline propagators will go to work, changing animal and plant life. Hybrids and Koralon within the mother reef will rendezvous with those dropped by the spore ships to organise raiding forces against human settlements, and most prisoners will be taken back to the reef where they will undergo chemical and surgical alteration.

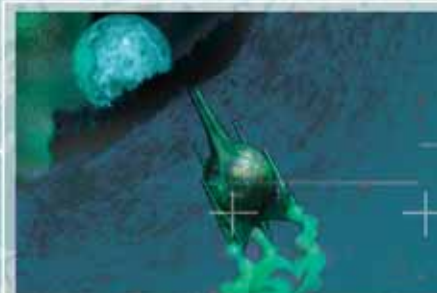
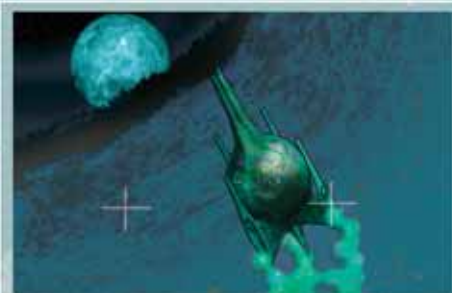
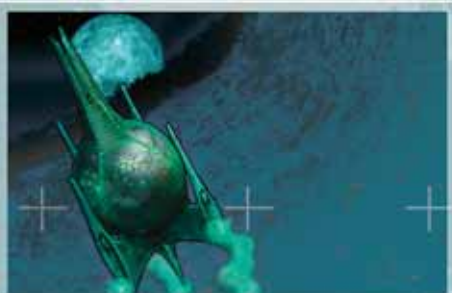
Spore ships are sub-orbital Koralon craft and their appearance over a planet usually heralds the first phase of its transformation into a reef world. A spore ship consists of a large, gas filled sphere, around the lower hemisphere of which four vents are geometrically arranged. The vents connect to a sealed seed chamber on the base of the sphere, which contains a payload of coralline hybridised microbial spores, and also a number of modified cysts containing dormant Koralon and hybrid creatures. Spore ships are carried in clusters around the underbellies of Koralon forward recon vessels. When the Moray identifies a suitable world for colonisation it will somehow signal to other recon vessels in the fleet. The Morays will criss-cross just beneath the lower orbital level of the world, avoiding contact with any human vessels that may be present, releasing their clusters of spore ships.

The spore ships will be drawn down to the world's surface by gravity, the rate of descent regulated by the tough, gas filled sacs that account for most of the volume of these vessels. As they near the surface-or as favourable wind currents pick up the spore ship-electrostatic and barometric changes outside the seed chamber will cause the thin panes of coralline that seal it to shatter. Clouds of spores

will tumble from the vents to be spread on the winds, covering as wide an area as possible. Also released into the cloud are the chrysalid cysts, which boast broad propeller like-blades of coralline. The blades spin the cysts as they descend, and their large surface area catches wind currents, again facilitating a wide distribution.

The sporulate material is dormant when it comes to ground; it is awaiting a signal that will activate it to cause massive environmental changes. However, the cysts will break open to release creatures onto the surface of the world. Many of these cysts contain coralline propagating fauna that will attack native animal and plant species, hybridising them. If there are humans already on the chosen world then Koralon and human/coralline hybrids from the cysts will make up the first wave of attackers. Humans and Koralon cannot co-exist on the same world it seems, as the aliens are driven to capture and assimilate all organisms, from bacteria to trees to human beings into coralline hybrid forms.





The Actaeon Incursion, Day 1, 20:33:14 hrs

The impossible had happened. Lieutenant Kajitani focused on the minutia of an instrument check, letting the familiar ritual take hold of his limbs and smooth his tangled mind. Eyes closed, he filled his lungs with measured slowness and felt the post-adrenal aching of his limbs, the claw-like tightness of his hands. Flexing his delicate fingers, relaxing the muscles in his face and back, Kajitani exhaled with deliberate fullness. For a brief moment he was at peace, serene. He opened his eyes to confront again the unwelcome reality in which he found himself, and the pale blue orb of Actaeon hung enormously before him.

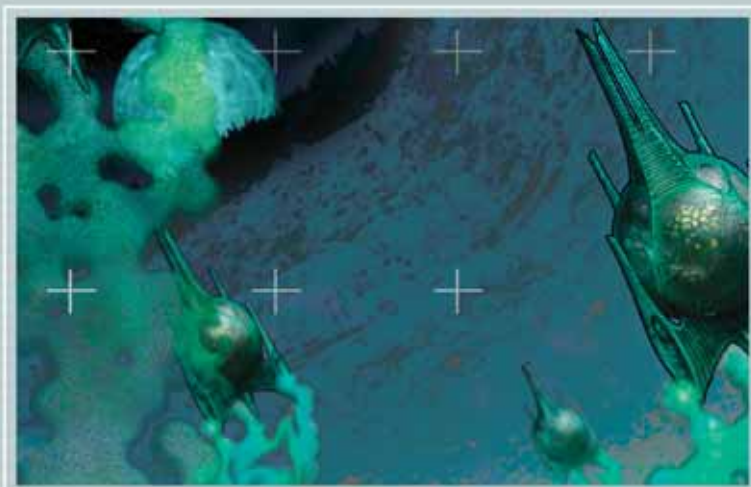
Actaeon, home of eight billion beings like himself, wondrously fragile and tenaciously enduring Homo sapiens who had found a world of dead rock and choking vapors and transformed it into a land of green gardens under blue skies. Here was a world every bit as fertile as the one that had sprung his species, a centre of life, a hub of commerce, a keystone of mankind's galactic empire. Kajitani drank in the sight of it through the transparent duroplaz of his cockpit, an armoured dome protruding like a blis-

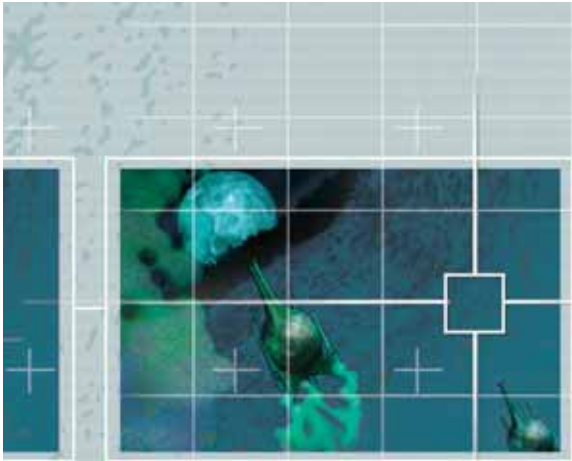
ter from the black splinter that was his Nightingale-class interceptor. Yesterday he had been one of many students receiving advanced officer training at Varez Gravwell, key to the Actaeon system; an integral and secure region deep within human space. Today he was one of the few defenders of the Gateworld itself, hiding in the shadow of its moon and awaiting the onslaught of the most unexpected and impossible invasion ever to occur.

The Koralon. He had trained for them, they all had; he knew their ship's specs and the current estimates of their capabilities, could quote details about their grav-cannons, splinter batteries, and lightning barbs, remembered well such things as the speed and turning radius of a Razorfin from VR sim-drills, he even understood the basic principals behind the Koralon's grav-warp bubble and the frightening mobility that gave them. This last fact especially should have told him and anyone else all they needed to know about mankind's vulnerability. Yet no one had foreseen this, a massive attack on the heart of human space, and Kajitani's shock and anger, the

shame and rage he felt at his own people's short-sightedness and willingness to disregard the uncomfortable facts so plainly confronting them, were things felt by all humanity as news of the Koralon Incursion spread. But lurking beneath the outrage pulsed a cold black fear unlike anything mankind had ever known.

That fear had spread, rippling outward from the first, stunning impact of the Koralon invasion. Eight hours had passed since the alien fleet had appeared, quite literally out of nowhere, on the outskirts of the Actaeon System and the news of it must have filtered through all pan-human space in that time. For the VASA forces at Varez it had been barely enough time to mobilize and, together with the Actaeon Home Fleet, organize a defence in depth using every available resource. A strike force had been sent to engage the main body of the Koralon as they reached the solar plain close to the gas giant Alhys while a lesser fleet positioned itself in a reactive capacity near the system's sparse asteroid belt, and nimble interceptors and escorts had been dispatched to protect the popula-





tion centres: the moons Teron and Helioceph, the dome colony at Brandize, and immense Actaeon itself. Kajitani's sleek fighter was one of a hundred or so in orbit around the Gateworld, concealed, it was hoped, from the advancing Koralon by the shadow of Actaeon's dense little moon. He was in the last line of defence for a planet of billions, a burden that grew heavier with each passing hour.

And he had hours yet with which to dwell on this fact, or perhaps to wrestle with the temptation to reminisce over his own short life, for to contemplate the trivial in an effort to ease his mind seemed an irresponsible use of his final moments. In the cold, blue-gray light of Actaeon Kajitani regarded his dexterous hands, his secret pride, and told himself he was exactly where he belonged; this life was the one he had chosen. Studying the NavTac display he watched the first encounter of the fleets, Koralon and Man; distant armies killing each other beyond the range of sight or sense, a lethal war-making reduced to coloured points and glowing trajectories on the three-

dimensional grid suspended before his eyes. Was he witness to the pivotal battle between these species, his and theirs?

The insistent buzz of his CommDeck startled Kajitani out of his dour reverie. It was a tight beam transmission from Orbital Seven to his strike group, priority red. In the seconds it took to decode the message Kajitani, thoughts racing, puzzled over the significance of the order; surely Central Command couldn't be sending them to assist the fleet? Even under a hard three G's acceleration it would take nearly five hours to get there, far too late to affect the battle's outcome. But it was not the fleet that needed him now.

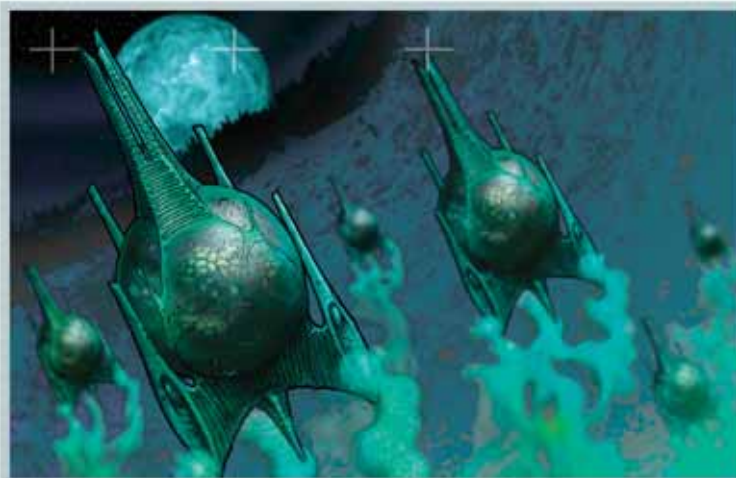
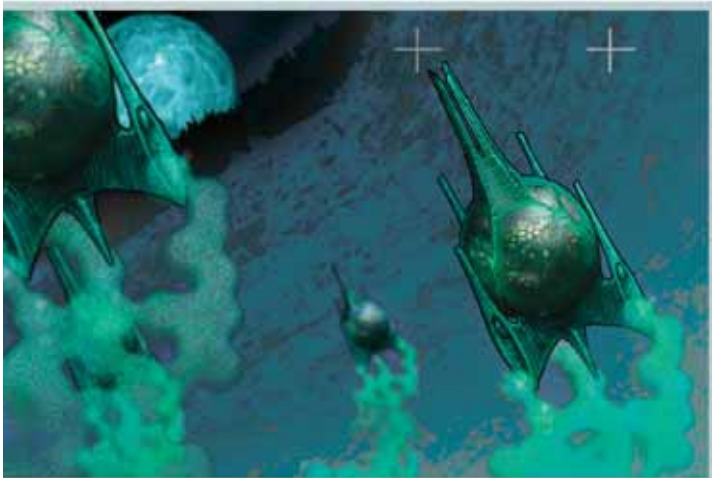
"All units go live, enemy detected within intercept range, commence active sweeps, correlative data on wide band from Mother One, repeat this to all units, we are a go..."

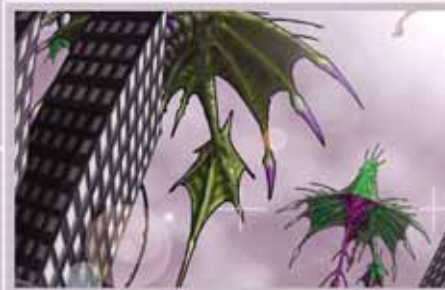
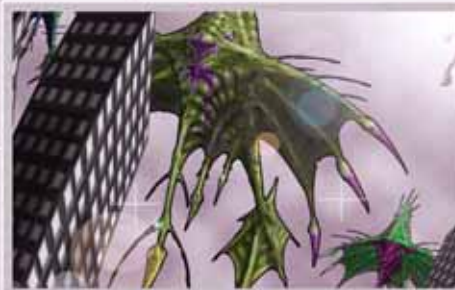
Kajitani, feeling as if he had been jarred awake by some riot of sound and light, reflexively brought his systems online as Commander Matokai boomed his orders over the AR. Instantaneously his squadron had formed an integrated sensor web that

scanned the surrounding space with many eyes and many means, but processed that data with one, collective mind. Where moments before had been vacant space, a comforting vacuum between the vulnerable Actaeon and the invader's fleet halfway across the system, now loomed scores of enemy vessels swiftly closing on the planet itself.

They were Morays, cloaked harbingers of the alien conquest, and Kajitani cursed once more the unpreparedness of the defenders. Undetectable at long range these fast scout ships were nevertheless easily spotted by methods as simple as radar, had anyone thought to deploy probes to scan for their presence. It was ships like these that carried the soldiers and the spores of the enemy; transforming entire planets into alien landscapes, infecting worlds as a virus infects a cell.

The space around him was alive now as the plasma drives of the Nightingales and Tercel-class escorts sprang to life, each spewing a white flare of ionised gas brilliantly behind it as the strike force diverged on separate headings. Pulse quickening, limbs





heavy with acceleration, Kajitani prepared for combat; all fear and apprehension vanishing from his thoughts. As his strike wing sped toward their targets they passed the brief interval with the businesslike communications of the professional warrior, though the occasional errant boast or heartfelt pledge was sent through the cold night of space to comfort a distant comrade. Minutes dwindled to seconds, the seconds gone in an instant, and the VASA fighters opened fire as they closed. Battle had been joined, and the outranged craft of the Koralon fared badly in the initial exchange.

Stubbornly maintaining their trajectory, the Koralon continued their dive into the planet's upper atmosphere. Kajitani stabbed the darkness ahead; once, twice, five times the bright beam of his ion cannon formed a brief but lethal link between his craft and the distant Morays. His wing had destroyed twice their number before the Koralon returned fire, fouling instrumentation and retarding acceleration with their weirdly potent gravitic cannons. Deftly Kajitani compensated for the anomalous readings, grimacing at his proximity to the stratosphere as he continued to gain on the few remaining alien craft. But the handful of blips on his scanner suddenly erupted into a swarm: the Morays had released their spores.

Still he closed with the invaders, though acceleration constricted his breathing and his cockpit alarm chirped warning. Beneath him the night side of Actaeon had grown dangerously close, the light of its populous cities flickering through the friction of his passage like a moonlit

stretch of ocean. Kajitani pushed his craft further into the protesting atmosphere, fighting to match course with the spreading cloud of spore ships. He adjusted his ion cannon to its widest dispersion setting, if he could just coax the narrow needle of his interceptor a bit closer one broad beam should effectively neutralize the nearest spores...

The rubbery cushion of the impact foam was suffocating, filling the space around his head and mouth. With a muffled word he deactivated it, and as it shrunk away the cool night air of Actaeon rushed in to replace it. Kajitani stared dully at the fractured cockpit seal, his head throbbing from impact and depressurisation. After an interval he left his ship, and stood on the surface of the world he should have died defending.

He had been at the distant edge of the grav-cannon barrage that destroyed his strike wing; it had been enough to send him careening sharply toward the planet. A thousand-to-one chance, but the computer had managed to land the unwieldy craft while he slumbered uselessly in blackout. Kajitani gazed into the clean night sky, the stars dimmed by the luminescent haze of a nearby town. Against this background of stars moved even brighter points of light, ominously streaking toward all corners of the horizon.

Kajitani curled his slim fingers around the butt of his sidearm as he tracked the racing objects; the sky was falling, and with it came the Koralon. The menace of the Rim was now the peril of all humanity



Infesting Worlds

The coraline microbe is perhaps the most virulent, pernicious and, indeed, successful self-replicating microorganism in the known universe. It combines with nearly every type of living matter, entering into a symbiotic relationship with a host organism, producing radical changes while leaving the infected host alive. The role of this mutagen in Koralon physiology is easily observed; their exo-skeletal structures and other hard parts are the product of coraline growth. The directed and undirected influence of coraline on human beings is also well known, if not completely understood. But most dramatic of all is the effect of coraline on a planet's biosphere, the extraordinary ways in which it rewrites entire worlds and ecosystems, creating an alien environment, altered and hybridised from the lowliest unicellular organism to the highest sentient being, even distorting and redirecting global weather patterns and ocean currents.

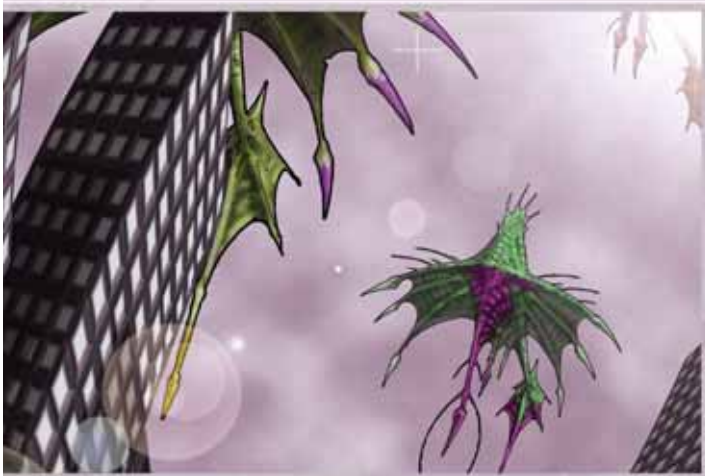
The use of coraline infection must be regarded as the primary weapon in the Koralon arsenal; it is at once their means of destroying threatening species and extending their galactic grasp. Coraline requires life with which to work its transformations, and the Koralon overwhelmingly favour warm, oceanic worlds for colonization and conquest. Mankind has not yet found a way to halt the spread of coraline contamination, and methods of planetary reclamation are still primitive and slow, and many worlds have been thrown into utter chaos by the spread of the microbe, sometimes the result of man's own blundering experimentation. But more often than not coraline is introduced by the Koralon themselves, released from spores spread in low-orbit by seeder ships.

Once introduced on a world the coraline infects and alters host organisms, generally plant life, and begins to self-replicate. The rapidity of the spread of the infection is primarily dependant on temperature and moisture conditions, the initial amount of sporulate material available, and the presence of the Koralon themselves who, it is believed, can influence the nature and severity of coraline growth vectors and modify existing strains of the microbe to take better advantage of planetary conditions. Once such modified strains are stabilized they are used again on other planets with similar biospheres, the primary example being the designer strains of coraline tailored specifically to Viridian, and human, biology.

On favourable worlds critical mass is reached in a number of days, past which point rapid transformation of the planetary eco-system is unavoidable. At this time enormous quantities of modified vegetation have begun the rapid release of carbon dioxide and water vapour, effecting an overall, self-reinforcing, warming of the atmosphere. Somewhat slower is the gradual warming and desalinisation of a planet's oceans, accomplished with hybrid algal strains and, once the great Mother Reefs arrive, native Koralon species of aquatic biomass. New hybrid fauna also makes its appearance in large numbers; creatures sturdy enough to survive infection undergo a period of pupation before emerging as radically altered life forms. If the Koralon have a need for such monsters they encourage their growth and specialization, as in the case of human Hybrids that are utilized by the aliens in war.

As the atmosphere and oceans adjust to Koralon habitation requirements further changes are wrought on the biosphere. One or two dominant types of hybrid flora emerge, growing rapidly in the nutrient rich soup left by the rotting biomatter of defeated species. Thickets of coraline spires rise from the ground to release yet more spores and recycle moisture. In seas and lakes the reef cities of the Koralon begin to be visible, shoals of jagged coraline rising above the water line. The vast Mother Reefs begin their descent, dropping slowly through the stormy atmosphere to lodge in the shallows of warm seas and the oceans' coast and sealing the fate of the planet.

The Mother Reefs begin the last stage of assimilation that will stabilize the planet into its new mode: that of a Reef World. By releasing aquatic spores and hybridising sea life, redirecting currents, and altering the chemistry of the water through bio-electric conversion processes and coralinazidinal excreta the Mother Reefs profoundly alter the marine environment. Within months the oceans of most worlds can be made partially habitable with such a process, and the tens of thousands of Koralon living within the Mother Reef are free to venture into their new domain. Complete transformation into a mature Reef World can be accomplished in just a few years, and soon most terrestrial life forms die out as the land becomes inhospitable and the hot-water seas begin to rise.



Reef World Ecology



The following extracts come from the report of the chief science officer aboard the ill-fated Pioneer, flagship of the Nu-Utopia fleet. They have been edited to make them accessible to lay persons. It is suggested that all VASA personnel familiarise themselves with this abridged document, and those who may in future join missions to Koralon Reef Worlds should read the full report, which will be made available through your superior officers.

Coraline Hybridisation

When the Koralon come to colonise a world, they use a highly effective terraforming process based, in common with the rest of their technology, on the manipulation of the coraline symbiotic microbe. Coraline grows on most organic material and within a decade or so most multi-cellular organisms on a planet where the parasite has been introduced will be infested to a greater or lesser degree. The coraline microbe is a symbiotic organism, that enhances its host rather than causes disease, and it is immensely successful in this role. Preliminary tests reveal that as much as 90% of all life on Oceanus, a mature Reef World, is infested with coraline microbes.

The one factor that seems clear in the Koralon's choice of worlds to colonise seems to be that they must have a good coverage of surface water. Whether they have any means to release water from ice on worlds

with little or no atmosphere or that are simply very cold, is a source of speculation. It is within the realm of feasibility that the Koralon's bio-electrics and neutronium energy processing abilities could be used for atmosphere processing. Of course there was no evidence for this on Oceanus since it is clear from the fossil record that the world already had a well-established life-supporting environment when the aliens arrived. If the Koralon do colonise worlds where no biosphere exists, we presume that they will bring organisms with them to build ecosystems.

Hazardous Organisms

On Oceanus the team catalogued as many organisms as it could in the time available, yet still the lists merely represents the tip of the iceberg. Oceanus must have had a highly diverse, chiefly marine, biosphere before the hybridisation/terraforming process was implemented by the Koralon. The following short list is intended as a guide for other would-be conquerors of Reef Worlds such as Oceanus.

Ocean Going Predators

Although most of Oceanus's surface is covered in water it has plate tectonics, resulting in areas of deep ocean and more shallow continental shelves. In the deep ocean the teams encountered some very large coraline/octopoid hybrids that attacked the research vessel. These creatures

ranged in size from 2 metres in length to behemoths of 30 metres and were of a variety of species.

Reef Worms

Reef worms have colonised everywhere that coraline reefs exist and are amphibious coraline/nematode predators. There is an extremely diverse range of species ranging from tiny threadworms to creatures up to 4 metres in length that will attack anything they can swallow, including humans and Koralon. They catch prey by lying in ambush within gaps and tunnels in the reefs, and dragging victims into the reef.

Hybrid Moulds & Slimes

Before the Koralon arrived, Oceanus seems to have had semi-sentient moulds and jellies that roamed the salt marshes and areas around the lagoons, consuming the remains of dead animals and plants. However, with hybridisation they have become predatory. The coraline deposits occupy their gelatinous bodies in suspension, and as soon as something good to eat, like a foraging animal, treads on them the coraline hardens, trapping the prey to be consumed at the plant's leisure. Larger patches of these substances, which we've dubbed Crystallisers, can be dangerous.





Coraline Propagators

Coraline propagators are any number of hybrid plants that have had part of their anatomy altered by coraline changes to make the coraline reproduce on other organisms. Plants that release spores or pollen in response to vibration stimuli can have their reproductive systems appropriated by the parasite to spray their seed over anything that makes a movement near to them. The coraline rich substance rapidly hardens to a practically unbreakable shell, and the coraline microbes begin to assimilate the victim.

Plant and Animal Defence Mechanisms

Thorns, spines and venom are the most common natural defences amongst billions of catalogued organisms on thousands of life-bearing worlds. Once coraline hybridisation takes place much that would have merely been a nuisance before becomes downright lethal. The key point here is that any defence mechanism designed to puncture or slash becomes frighteningly effective, even against armour, when it is augmented by coraline.

Sec-Net Bulletin. Gate 59/Region B23 19:30.55hrs, Commodore Daito, Naval Intelligence, XII Fleet Liaison, 6772-52
Elements of the Ironglass Imperial Fleet have proven remarkably tenacious in the weeks following the Koralon Invasion of the Yvetot System. In a cunning ploy, of which they did not bother to inform us despite our participation in the battle, the Junkers rigged nearly fifty vessels of various types with remotely detonated explosives and enticed the Koralon to grapple and board them. Though Koralon loses were slight they have abandoned further attempts to board our ships, leaving us free to spread our fire and engage them at range. Recommend we develop this 'suicide ship' strategy in future, though clearly we must find a more humane method than the Junker's use of live crews.



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Breeder

The Koralon Host

The Koralon's development as an aquatic species has greatly shaped their means and methods of war. They overwhelmingly rely on close quarters combat, as would be expected in underwater warfare. The simple coralline extrusions that make them such deadly hand-to-hand opponents are but the least of that substance's applications, indeed it is the cornerstone of their military technology; everything from ship hulls to neutronium staffs are constructed of coralline, and the millions of Hybrid and composite creatures that swell the Koralon host are the result of its mutagenic properties.

The composition of a Koralon force is heavily dependant on its expected role and the availability of subject populations of Hybrids. The Koralon make great use of hybridised humans from enslaved worlds, driving them forward in battle to absorb casualties and overwhelm the foe. As more worlds fall to the alien the number and variety of Hybrids in Koralon armies has risen dramatically, and the appearance of Stinger Hybrids and the winged Harpikons have added a large measure of flexibility to Koralon tactics. It is thought that these Hybrids are a direct response to the superior firepower of human forces, and both types are used to smooth the way for the Koralon shock troops.

The Koralon have shown a diabolical creativity in creating composite monsters, hulking man-killers like the multi-headed hydra and the heavily armoured Arakterex, thought by many to be the Koralon's attempt to create a tank. Such experimental crea-

tures are the result of surgery and bizarre grafting processes, and their presence on a battlefield can only mean that their masters are close by.

Pure Strain Koralon crew the vast Reef Fleets that strike at human space from the farthest side of the eastern Rim, and assault forces fresh from these areas are comprised almost entirely of such aliens. During a planetary assault such a force relies heavily on the gravitic powers of Phazon to attack key areas of a world's defences, attempting to outmanoeuvre human forces until hordes of Brood and their powerful kin, the Larvan, can be portaled into striking distance. Only once a world's defences are overwhelmed in such a way, and its biosphere infected with coralline, does a Koralon force mature into a war machine capable of defeating the mobilized armies of mankind on their own terrain.

The influx of new coralline infected biomatter, such as hybridised human drones to swell the ranks or provide raw material for composite creatures, greatly expands Koralon strategic options. Great combined armies of Hybrids and Pure Strains are raised and sent to other worlds to conquer or, as happens quite often on the Rim, to wantonly raid and destroy vulnerable human outposts and unprotected colonies. As more worlds fall, as more human beings become infected, the Koralon Host expands, and the Koralon themselves become more adept at harnessing their biological weapons and adopting new methods to defeat mankind.

Sec-Net Bulletin. Gate 812/Region B1 01.19.34hrs
Quantum Relay Probe KF14/003959 has returned clear scans of the major installations on Far Rim colony Guern-Talous Sigma (feed 32-22, secure uplink). Best analysis indicates the colony has been untouched by the wave of Koralon expansion in that sector, and no traces of alien infestation can be discerned. This despite evidence that Koralon vessels frequent the system and have apparently begun modifying two of the larger moons of G55. At present course and speed probe will be detectable in four days, further orders requested.

The following section contains information to help you build a force roster and play a game of Void 1.1 using a Koralon army. Within this section is a comprehensive army list featuring stats and equipment for your Koralon units. The armoury and special skills section follow the main army list entries. See page 45 of the Void 1.1 rulebook for some hints on point limits. The rules for using a Koralon army in tournament and competitive play can be found at the end of the army list.

Bio-Slaves

The Koralon infect and transform other races to serve their will, and in battle such Hybrids are spent pitilessly. These are living weapons, as expendable to the Koralon as ammunition is to a human commander. The following rule applies to the entire army: Any unit in the force may deliberately fire upon a Hybrid unit, such as one engaged in an ongoing combat with the enemy, without testing. Even other Hybrid units care nothing for their fellows. However, no unit may fire into a combat or otherwise endanger Pure Strain Koralon.

Hybrids

The Koralon have made monsters out of men, infecting and transforming entire planets with coraline spores as they gnaw at the edges of human space. On worlds where mankind once flourished stalk shambling abominations of chitin and claw, entire populations mutated into mindless drones of war. The extent to which the Koralon direct or influence the many forms of the Hybrids is still largely a mystery, but the readiness and skill with which the aliens deploy their newest resource is disturbingly apparent. Mankind's worst fear is the Koralon's greatest crime, and to encounter these hybrid monstrosities is to glimpse a loss of humanity more complete than anything yet conceived by man.

Reapers

A nightmare tangle of crab-like claws and scything limbs, the Reaper hybrid is a fearsome opponent in close combat. Reapers are the most primitive of hybrids, the result of simple coraline infection, and, though many do not survive the transformation, the populations of entire colonies, even worlds, have been twisted into such hideous forms. Vicious, almost mindless, hordes of Reapers often form the vanguard of a Koralon force, scuttling madly forward to swarm enemy positions. Once human, they are now little more than disposable threshing machines.

Classification: Squad/Infantry
Unit Size: 4-12
Type: Basic Troops

AS	SH	ST	T	W	CD	SZ	MV
4	3	4	5	1	5	3	5

Troop Type	Equipment	No. Per Unit	Cost
Reaper	Heavy Coraline Blade	4-12	16

Special Abilities

Swarm, Fast, Impetuous, Fearless, Rough Terrain Specialist: Broken Ground

Stingers

Like Reapers, Stinger hybrids are the result of coraline infection of a host body, most often in the form of spores released from seeder ships. The Stingers, however, are a somewhat newer form and their existence is strong proof that Koralon have the ability to manipulate coraline in ways akin to a designer virus. These new ballistic troops appear to be a response to superior human firepower, and they are now a naturally occurring mutation in infected populations alongside the more numerous Reapers, providing covering fire while their brethren charge into combat. Stingers are easily recognized by the gruesomely elongated tracheas projecting from their misshapen mouths, a crudely effective launcher that fires needle-like splinters of hard resinous material grown in swollen protrusions on the hybrid's back.

Classification: Squad/Infantry
Unit Size: 4-10
Type: Support Unit

AS	SH	ST	T	W	CD	SZ	MV
3	4	4	4	1	5	2	4

Troop Type	Equipment	No. Per Unit	Cost
Stingers	Trachulous	4-10	21

Special Abilities

Swarm, Fearless

Harpikons

Distorted out of almost any resemblance to man are the Harpikons, winged mutants used by the Koralon to harass enemy flanks and seize objectives ahead of the alien host. The extremity of the Harpikon's deformation suggests that these hybrids are more than just the result of unsupervised coraline infection of a human host, but rather they are a consciously derived at, and deliberately altered, mutation that requires some guidance to achieve. As profoundly modified as the Harpikons are they are still not true fliers, and their membranous wings are only capable of supporting their weight over short distances.

Classification: Squad/Infantry
Unit Size: 3-9
Type: Basic Troops

AS	SH	ST	T	W	CD	SZ	MV
3	4	4	4	1	5	3	8

Troop Type	Equipment	No. Per Unit	Cost
Harpikon	Coraline Darts	3-9	30

Special Abilities

Fearless, Jump Trooper, Multiple Shots (x2)

Hybrids

Even stranger than the 'monsters from subspace' story about the origins of the Koralon is a rumour I picked up in the Plastro spin-belt, and have heard many times since. The prospector-explorers all swear they've had encounters with a rogue planet, in most instances a large world hurtling through interstellar space. A world that appears from nowhere and disappears into nothing just as quickly, jumping in and out of subspace as it circuits the rim. As with all tales of this sort it's difficult to extract the kernel of truth from the pretty shell of embellishment, but one old trader assures me that the appearance of the roaming world has always heralded the coming of the Koralon.

-R. Habel Oveton, Far Frontiers: A Year On the Rim

Stinger

Breeder

The Breeder is a blasphemy against the human form, little more than a swollen birthing sack topped by an atrophied torso and shrunken limbs; its probing, insectile, legs barely adequate to propel its awkward mass. With piercing shrieks of pain they announce the births of their unnatural spawn; the skull-swarms, embryonic creatures with disturbingly human features. The Breeder continually produces these swarms, which in battle surge forward in locust-like clumps, blanketing enemies in a deadly flood of spiny limbs and piercing fangs.

Classification: Individual/Infantry
Unit Size: 1
Type: Support Unit

AS	SH	ST	T	W	CD	SZ	MV
3	3	3	5	3	6	4	3

Troop Type	Equipment	No. Per Unit	Cost
Breeder		1	70

Special Abilities

Terrifying, Immune to Panic

AS	SH	ST	T	W	CD	SZ	MV
3	3	3	3	1	5	1	6

Troop Type	Equipment	No. Per Unit	Cost
Skull Swarm	Natural Weapons	-	-

Special Abilities

Swarm, Immune to Panic

Special Rules:

You may include a maximum of one breeder for every 500 points of your army.

Breeders cannot evade. Neither the Breeder nor the Skull Swarms may rush.

Breeders cannot fight, close combat is resolved normally but Breeders may not strike back nor may they make assault moves or counter charges.

Regardless of the number of Breeders in a force they all activate and perform their actions as if they were part of the same squad, though they are not considered to be in the same squad for any other purpose. All Swarm on the table are also activated at this time, and perform their turn as soon as the Breeder's turn ends (see Controlling Swarm).

Spawning: When activated all Breeders automatically spawn one Skull Swarm each, this Swarm may be sacrificed to perform a Regenerate action (see below) prior to any spawning attempts. Each Breeder in a force may then attempt to create additional Swarms through successful CD checks. To attempt to spawn a second Skull Swarm the Breeder makes a CD check with a -1 modifier. The Breeder continues to spawn Skull Swarms so long as it passes successive CD checks, but each new spawn attempt suffers a

cumulative -1 penalty to the Breeder's CD. The Breeder stops producing Skull Swarms for its turn when it fails a CD check. It may attempt to spawn Swarms every turn.

When a Skull Swarm has been successfully created the model is placed in base-to-base contact with the Breeder. All Breeders in a force resolve their spawning simultaneously, and before taking any other action, including moving the Swarms.

Controlling Swarms: Once the Breeder has finished its activation all of the Skull Swarms on the table are activated before the opposing forces activate any troops. They move directly towards the nearest enemy in LOS. If no enemy is visible they move directly towards a Koralon unit of the players choice until they have LOS with an enemy unit, they then change direction to move directly towards the enemy, even in mid-move. Skull Swarms may not travel through Portals. In subsequent moves all Skull Swarms on the table are always activated straight after the Breeders and not before.

When Skull Swarms come to within normal unit cohesion (2") of another Skull Swarm then they are deemed to have formed into a squad and follow squad movement and combat rules from that moment onwards.

If multiple Skull Swarms are involved in the same close combat then only those that have charged that turn get the combat bonuses for having charged and all are then considered as members of the same squad as if they had attained unit cohesion. The enemy unit thus attacked can chose to direct any retaliatory attacks against any members of the Skull Swarm squad.

In close combat the Skull Swarms attack with mandibles and spiny legs, this counts as a melee attack: to Hit +0, Dam ST +0.

Targeting Swarms: Skull Swarms may be ignored for the purposes of normal target acquisition criteria as if the Skull Swarms were always in cover (please note this refers only to targeting rules and does not convey a cover save in it's own right). In addition each individual enemy model firing at Skull Swarms may choose which group they are targeting, members of the same unit are not forced to fire at the same Skull Swarm squad. Squads that divide their fire in such a way must declare their targets prior to rolling to hit.

Regenerate: A Breeder may also choose to regenerate a single wound during its turn by sacrificing its initial Skull Swarm: remove the swarm from play and restore one wound to the Breeder prior to any attempts at further spawning. This regeneration cannot heal more than one wound per turn, nor can it be used to take wounds over their starting value. Breeders that regenerate may continue to spawn Swarms as normal.



Harpikon

Hybrids

Hydra

The horrors of Koralon experimentation are seemingly without end, and composite hybrids like the Hydra are proof of the alien's diabolical ingenuity. Comprising the tubular body of an enormous bioelectric worm, a genetic cousin of the battery slave creatures that supply the Koralon with energy, and the transplanted intelligences of multiple human minds, the Hydra is a biological war machine; engineered and built with the raw material of other species. In combat the Hydra's grinding ring of teeth and scything barbs carve a bloody swath through human armies. These terrifying monsters are also hard to destroy, their dense flesh is numb to pain and the crackling bioelectric energy field that surrounds them is all but impervious to small arms. A new variant of the Hydra has recently been encountered on the Rim, one that combines the firepower of the Stinger hybrids with the Hydra's latent bioelectric abilities; this Stinger Hydra is reportedly capable of harnessing its bioelectric energies in a devastating ranged attack.

Classification: Individual/Infantry
Unit Size: 1
Type: Heavy Unit

AS	SH	ST	T	W	CD	SZ	MV
5	5	5	5	3	5	5	5

Troop Type	Equipment	No. Per Unit	Cost
Stinger Hydra	Trachulous, Coraline Blade	1	111

Special Abilities

Multiple Attacks (x2), Multiple Shots (x5), Terrifying,

AS	SH	ST	T	W	CD	SZ	MV
5	5	5	5	3	5	5	5

Troop Type	Equipment	No. Per Unit	Cost
Reaper Hydra	Coraline Blade	1	50

Special Abilities

Multiple Attacks (x5), Terrifying, Heavy Armour 3

Special Rules:

Hydras cannot evade.

The Stinger Hydra has a fire arc to the front for its Bioelectric Cascade attack, and a 360-degree field of fire for its Trachulous attacks.

Hydras weaken as they absorb injury; for every wound suffered Stinger Hydras lose one level of multiple shots while Reaper Hydras lose one level of multiple attacks.

Each of the Hydra's close combat attacks is worked out as a separate attack with a separate weapon; it does not receive bonuses from possessing multiple weapons.

A Stinger Hydra can tap the bioelectric field that surrounds it and direct those energies into a long-range attack, fling-

ing a sparking mass of raw energy in a low arc until it crashes and rolls along the earth in a destructive wave. A Stinger Hydra may perform this Bioelectric Cascade attack during the Shooting Phase instead of a normal ranged attack with its Trachulous. Target any point within Short Range and LOS and roll a d10; a roll of 4 or less indicates the bioelectric energies have dissipated harmlessly and the Stinger Hydra may not fire. On a 5 or more the Stinger Hydra successfully launches a stream of bioelectric force at the foe. Place the Large Directly Placed Template's narrow end on the targeted point with its wide end facing directly away from the Stinger Hydra; this is a straight-line attack, the template should be positioned so that a single imaginary line may be drawn bisecting the Hydra and its template. Any model touched by the template suffers a DAM 5 hit. This attack may be made over intervening friendly models, but must obey normal targeting rules and LOS. This attack cannot be used in close combat. The Stinger Hydra cannot use a Bioelectric Cascade in consecutive turns.

Arakterex

Like the Hydra, the Arakterex or Spider Tank is a composite hybrid, an unnatural combination of multiple species biologically engineered and surgically grafted into a potent alien weapon. It is unknown what creature or creatures serve as the arachnid component of the hybrid, but the encrusted faces which peer from its armoured head are unmistakably human, leaving no doubt as to governing intellect of the beast. Its heavy, chitinous shell protects a distended abdomen churning with acid. Modified nozzle-arms project this deadly fluid, drenching nearby targets with sheets of steaming, flesh-consuming liquid. Those few that survive the scalding attack are trampled by the stone-hard legs of the Arakterex, enormous spikes of reinforced coraline that strike with the force of a hydraulic ram.

Classification: Individual/Vehicle
Unit Size: 1
Type: Heavy Unit

Special Rules:

An Arakterex cannot evade.

The Arakterex has a fire arc to the front for its Acid Jets.

In close combat the Arakterex can strike at its opponents with its scythe-like legs, this counts as a melee attack, to Hit +0, Dam ST +0.

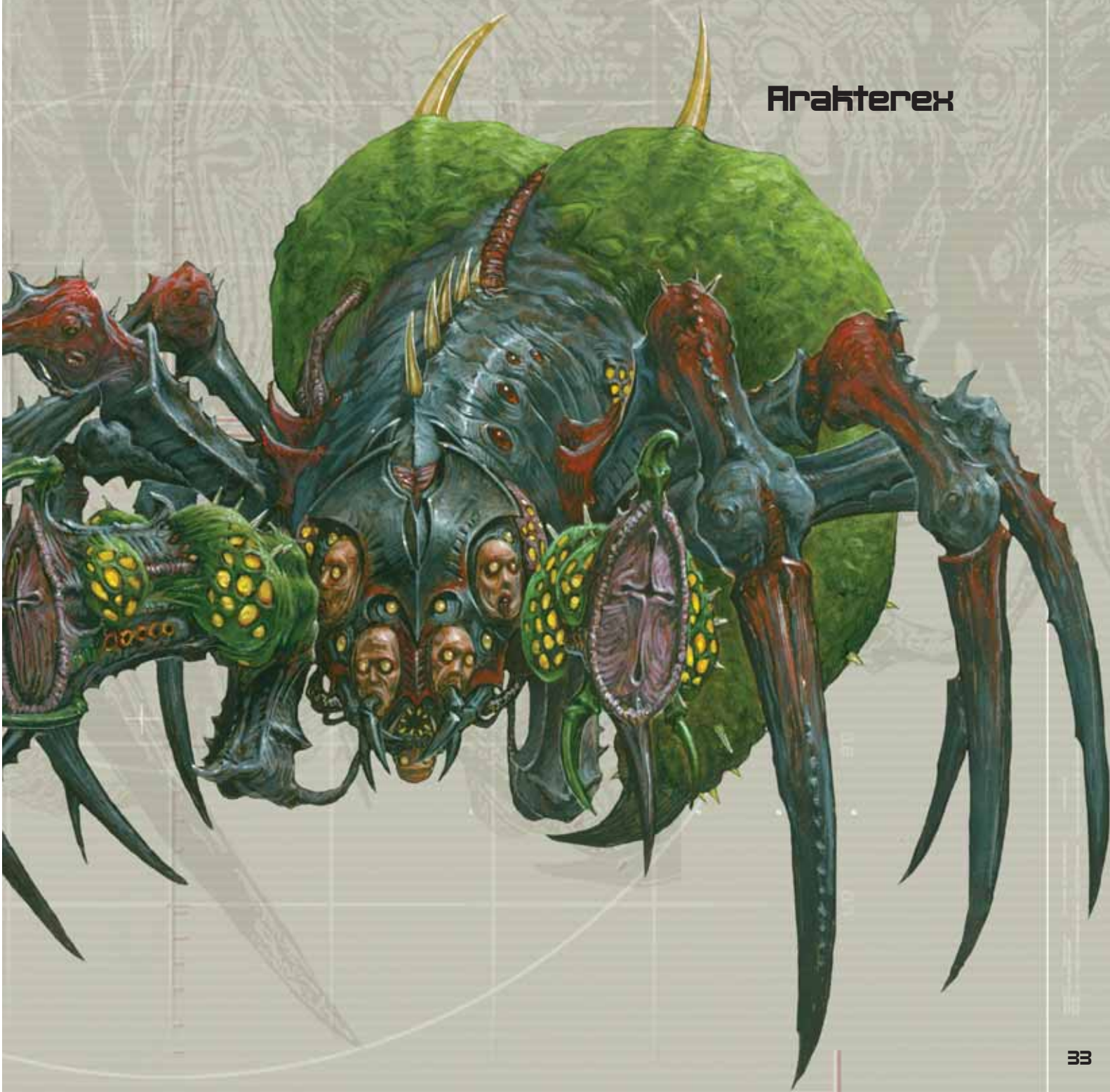
AS	SH	ST	T	W	CD	SZ	MV
6	5	5	6	4	6	6	6

Troop Type	Equipment	No. Per Unit	Cost
Arakterex	Acid Jets, Natural Weapons	1	115

Special Abilities

Terrifying, Tactical Awareness, Find Weakness 3, Heavy Armour 3, Multiple Attacks (x3), Rough Terrain Specialist: Broken Ground

Arakterex



Pure Strain Koralon



Phazon

Though the nature of the Koralon menace has changed dramatically since the days of Void 1.1, with the phenomenon of hybridisation dominating the fears of mankind and worries over contamination and infection sweeping pan-humanic space faster than any virus, an understanding of the aliens themselves is still the key that will unlock the door of man's salvation. Unsettling as the hybrids may be, the sheer alienness of the pure strain Koralon cannot be overstated, and much more needs to be done to understand their bizarre technologies, strange society, and unfathomable motives.

Brood

The most common pure form of Koralon are the Brood, a simple, snake-like organism thought by scientists to be a close representation of the original form of the Koralon species. Brood comprise a numerous and obedient labouring class within Koralon society, and have been bred, or more accurately engineered, to fulfil a bewildering variety of tasks. Those designed for war are larger and more resilient than their servile kin, better able to operate on land for long periods of time, and have had their limbs augmented with scything blades and bony protective plates of coralline. Brood fulfil a variety of battlefield roles, from guard duty to infiltration and penetration, and are often the first Koralon sent through portals to exploit an enemy weakness.

Classification: Squad/Infantry
Unit Size: 3-7
Type: Basic Troops

AS	SH	ST	T	W	CD	SZ	MV
5	4	4	5	1	6	2	4

Troop Type	Equipment	No. Per Unit	Cost
Brood	Coralline Blade, Coralline Shield	3-6	14
Leader	2 Coralline Blades	0-1	17

Special Abilities

All: Fearless, Rough Terrain Specialist: Amphibious
Leader: Multiple Attacks (x2)

Options: Every second unit of Brood in a Koralon force may purchase the skill Infiltrate. If you decide to use this option then every member of the unit must be upgraded. The cost of the upgrade is +9 points per model.

Larvan

It is thought that Koralon social hierarchy tells the story of Koralon evolution, that the greater complexity and intelligence found in successive castes mirrors the past development stages of the aliens' refinement of coralline based genetic manipulation techniques. Larvan are observably more intelligent and sophisticated than Brood, and in combat they are often deployed to take advantage of their initiative and cunning. They possess an extra set of limbs with which they can manipulate objects, and Larvan are often led by individuals wielding deadly neutron staffs.

Classification: Squad/Infantry
Unit Size: 2-5
Type: Support Unit

AS	SH	ST	T	W	CD	SZ	MV
6	5	5	6	2	6	3	4

Troop Type	Equipment	No. Per Unit	Cost
Larvan	2 Coralline Blades	2-5	35
Leader	Neutron Staff	0-1	56

Special Abilities

All: Fearless, Rough Terrain Specialist: Amphibious, Strike First, Multiple Attacks (x2)

Phazon

Similar in form to the Larvan but with much larger bioelectric organs, Phazon are the powerful leaders and navigators of the Koralon fleet. Their mastery of gravitics allows them to channel potent energies through Phasing Staffs, producing startling effects and warping space itself. Phazon are an essential component in any Koralon force, directing operations and maintaining portals, as well as launching deadly attacks of their own. The Phazon represent to an extreme degree the awesome achievements of Koralon biotechnology.

Classification: Individual/infantry
Unit Size: 1
Type: Elite Unit

AS	SH	ST	T	W	CD	SZ	MV
5	5	5	5	3	6	3	4

Troop Type	Equipment	No. Per Unit	Cost
Phazon	Phasing Staff	1	73

Special Abilities

Fearless, Tactical Awareness, Rough Terrain Specialist: Amphibious

Options: Each Phazon in a Koralon force may purchase any number of Phazon Powers from the list below. All Phazon have the Obliterate power at no extra cost.

Gravitic Shockwave for 26 points.

Portal for 20 points.

Power shell for 10 points.

Teleport for 15 points.

Tremor for 16 points.

Pure Strain Koralon



Broodmaster

Broodmasters are a radical modification of the Koralon form, and it is unknown whether they represent a genetically stable sub-caste or are themselves the results of extreme surgical and chemical manipulation. They are clearly designed to function as warlords for Koralon land forces, and are heavily armed and armoured. Ruthlessly efficient, intelligent and decisive, capable of annihilating enemy squads with a blast from their neutron staffs or rending opponents in close combat with steel-hard talons, the Broodmaster is truly a terrifying opponent, one whose ultimate purpose is to destroy or subvert all human life.

Classification: Individual/Infantry
Unit Size: 1
Type: Elite Unit

AS	SH	ST	T	W	CD	SZ	MV
6	5	5	6	3	6	4	6

Troop Type	Equipment	No. Per Unit	Cost
Brood Master	2 Coraline Blades, Neutron Staff	1	106

Special Abilities

Multiple Attacks (x3), Inspiring, Terrifying, Sonic Attack, Heavy Armour 2, Rough Terrain Specialist: Broken Ground

Special Rules:

Broodmasters cannot evade.

They say one spore of this coraline turns a man into a perfect killer, his bones toughen and muscles swell, his skin secretes a substance that hardens into armor plate and weapons grow from his limbs. All knowledge of fear leaves him; he forgets his own safety and cares only for the destruction of his foes. His obedience is unbounded and absolute, his sense of self nil. What I wouldn't give for a handful of the stuff.

-Proconsul Glave Truculla, from an intercepted dispatch

Armoury

Acid Jets

The Koralon make use of a viscous pseudo-coraline solution with properties similar to gastric and sulphuric acid, a volatile cocktail of flesh-dissolving and metal-eating chemicals. This acid is stored in reinforced bladders and, in battle, pumped through muscular siphon-sacs to be sent spurting in irregular sheets of burning liquid. The substance continues to corrode any surface it adheres to, and eats through armour with ease.

CC	Short	Medium	Long	Extreme
To Hit	To Hit	To Hit	To Hit	To Hit
Dam	Dam	Dam	Dam	Dam

Type Mounted

Special Rules 2 Small Directly Placed Templates or one Large Directly Placed Template, DAM 7, Armour Piercing 2, Corrosion

Coraline Blade

Coraline Blades covers a variety of growths that resemble swords, axes, knives and the like, as well as encompassing the coraline encrustations around natural weaponry such as the larger spiked limbs or the barbed ends of tails. Koralon are natural hand-to-hand fighters, and these diamond-hard and incredibly sharp weapons are excellent at close quarters.

CC	Short	Medium	Long	Extreme
To Hit	To Hit	To Hit	To Hit	To Hit
Dam	Dam	Dam	Dam	Dam
0	ST			
+0				

Type 1 Handed

Special Rules Armour Piercing

Coraline Darts

Coraline Darts are spiny outgrowths on Harpikons that they can fire off with surprising effectiveness. Each dart is a sharp spike of crystal that grows within a capsule on the back of the Hybrid's arm. There are bioelectric ganglia at the base of the capsule that the Hybrid can activate with no more difficulty than flexing a muscle, and this energy discharge shoots out the dart at supersonic speed. They aren't hugely effective weapons, but measure up as well as any human autopistol.

CC	Short	Medium	Long	Extreme
To Hit	To Hit	To Hit	To Hit	To Hit
Dam	Dam	Dam	Dam	Dam
0	4	0	4	

Type 1 Handed

Special Rules None

Coraline Shield

Coraline shields are used as an additional safeguard for many Koralon in battle. Extra armour never goes amiss in battle, especially when the user is only equipped for short range or close combat. However, wearing more armour reduces mobility, so a shield has always been the perfect solution to this problem.

CC	Short	Medium	Long	Extreme
To Hit	To Hit	To Hit	To Hit	To Hit
Dam	Dam	Dam	Dam	Dam

Type 1 Handed

Special Rules +1 T against all attacks in front arc

Heavy Coraline Blade

Larger and heavier outgrowths of coraline, such as enormous scythes or powerful, crab-like claws are used by the Koralon to crush and rend. Such weapons, though somewhat clumsy, can cleave a man in two or even peel the armour from a human vehicle. Perhaps best typified by the overdeveloped pincers of the Reaper Hybrid, heavy coraline blades are a devastatingly successful combat adaptation of the aliens.

CC	Short	Medium	Long	Extreme
To Hit	To Hit	To Hit	To Hit	To Hit
Dam	Dam	Dam	Dam	Dam
-1	ST			
+1	(x2)			

Type 2 Handed

Special Rules Armour Piercing 2

Natural Weapons

Various creatures have to make do with the weapons that nature has granted them, usually teeth and claws. Many people have underestimated these types of creatures, but very few have lived to regret it.

CC	Short	Medium	Long	Extreme
To Hit	To Hit	To Hit	To Hit	To Hit
Dam	Dam	Dam	Dam	Dam
0	ST			
+0				

Type 1 Handed

Special Rules None

Neutron Staff

Neutron Staffs are complex coraline-neutronium alloy support weapons. The device is full of strange channels and pockets that focus and project an oscillating gravity pulse when the Koralon user passes a bioelectric current through it. The gravity pulse actually causes a wave of localised distortion similar to the effect generated by the xaser drives on starcraft. Anything caught in the pulse is subjected to massive tidal forces that can stretch and separate its molecular structure- a process known as 'dimensional attenuation'. The wave can only affect a relatively small area, but is devastating within that range.

CC		Short		Medium		Long		Extreme	
To Hit	Dam	To Hit	Dam	To Hit	Dam	To Hit	Dam	To Hit	Dam
0	ST+0								

Type 2 Handed

Special Rules Small Directly Placed Template, DAM 6 (x2)

Phasing Staff

Phasing Staffs are made from a similar neutronium-coraline compound to the Neutron Staffs carried by Broodmasters and Larvan, Phasing Staffs can be manipulated by Phazons to produce a range of useful or destructive gravity warping effects.

CC		Short		Medium		Long		Extreme	
To Hit	Dam	To Hit	Dam	To Hit	Dam	To Hit	Dam	To Hit	Dam
0	ST+0								

Type 2 Handed

Special Rules None

Trachulous

The Trachulous is a vile mutation of the human windpipe; a great, elongated tube distorted and lengthened into a crude ballistic launcher. It fires coraline spikes similar to a Harpikon's darts, and such ammunition is grown in sacks of solidifying resin and propelled via a simple bioelectric induction pulse. Though not as effective beyond short range as a gauss rifle, given time Koralon biomechanics may very well improve on the design. The Trachulous is believed to be the first weapon system developed by the Koralon specifically as a response to human firepower.

CC		Short		Medium		Long		Extreme	
To Hit	Dam	To Hit	Dam	To Hit	Dam	To Hit	Dam	To Hit	Dam
-1	5	0	5	-1	4				

Type 2 Handed

Special Rules None

The Koralon Incursion is perhaps the most profoundly disturbing event in our history, the only other comparable event being the Great Flood itself. Both events force us to re-evaluate ourselves, our species, and our place in the universe. What is so disturbing about this invasion is not that it exposed our vulnerabilities, issues of security can be dealt with in time, but that it shattered a most cherished conceit about our own superiority to the aliens.

We have always likened the Koralon to highly specialized multiorganismic species such as the insect colonies with which we are familiar; species which trade flexibility for extreme specialization and relinquish individualism in favour of an overall societal consciousness. Under this erroneous model the Koralon, while formidable and appreciably threatening, were limited to predictable 'straight line' behaviours based firmly on rigid instinct. Much as a herd of cluster-bugs will follow the scent trail of their leader into the oblivion of a campfire so too, it was imagined, would the Koralon fall prey to some forthcoming bit of human ingenuity, some trick to exploit their unbending biological impulses. Clearly we cannot hold such a false hope any longer, nor can we view the Koralon as anything less ingenious, adaptive, or unpredictable than ourselves. That they combine the flexibility of an individualistic species with the uniform focus and concerted action of a multiorganismic one means we must understand them for what they are, not what we suppose them to be.

-Academician N.M. Dirac, from an address to the Tripartite Council on Koralon Affairs

Corrosion

Corrosive weapons are generally clinging, burning acids or volatile chemicals capable of eating through flesh and armour with equal ease. Any models that receive an unsaved wound from a corrosive attack and are not destroyed outright are considered under the effects of corrosion; place a marker to indicate this. On subsequent turns affected models take an automatic DAM 3 hit which ignores any Heavy Armour saves the model may have. Heavy Armour is only ignored in this way on subsequent turns, never in the initial attack. Corrosion is removed from a model the first time it fails to wound, and only then is the corrosion marker removed rather than during the marker phase.

Fast

Some models are capable of fantastic bursts of speed that allow them to temporarily move a lot faster than their normal movement rate. Models with this special rule are able to move up to half again their MV stat, rounding fractions up, when charging, closing or rushing. So for example a model with MV 4 could add 2 inches on a charge move, or indeed in any of the other cases listed here.

Fearless

Models with this special rule can be exceptionally brave, without emotion, or are so hideous themselves that other things don't scare them. Fearless models are immune to the effects of the Terrifying special rule. If a unit with the Fearless special rule is joined by an individual who does not have it, or if an individual with this special rule joins a unit that does not have it, then the entire unit benefits from the special rule.

Find Weakness

Models with this skill can find chinks in heavy armour systems, either because of their experience, awareness or intuition. Any non-template weapons of models with this skill gain an armour piercing ability equal to the user's find weakness level. This is in addition to any armour piercing ability it may already have.

Heavy Armour

Some models like armoured vehicles and large monsters are so heavily armoured that they are very difficult to damage with normal weaponry. Attackers need special armour piercing weapons in order to have a reasonable chance of causing damage to these models. Models with this special rule gain a d10 'heavy armour save' that can negate damage they have suffered.

When a model has this special rule it will be stated as 'Heavy Armour 4', or 'Heavy Armour 7' etc. The number is a positive modifier to the d10 heavy armour saving roll, for example heavy armour 6 adds +6 to the d10 heavy armour save. The following rule applies;

Heavy Armour Save: If a model with heavy armour receives wounds, roll 1d10 per wound, adding the indicated modifier. On a score of 10+ the wound is ignored and the model suffers no harm.

Immune to Panic

Models with this special rule are either exceptionally well disciplined or are simply incapable of losing their cool. They never panic, and therefore don't need to make any morale checks that would result in panic if failed, including Last Man Standing tests, and are immune to the effects of suppressive fire. If a unit with the Immune to Panic special rule is joined by an individual who does not have it, or if an individual with this special rule joins a unit that does not have it, then the entire unit benefits from the special rule.

Impetuous

Impetuous troops are hard to control, and have a tendency to run amok rushing into the fray when more experienced commanders would rather they hold back. An impetuous unit must pass a CD check at the beginning of their turn if they do not want to move towards the nearest enemy in LOS. If there is no enemy within LOS the unit does not have to take this test. In the assault phase an impetuous unit MUST assault the enemy if at all possible. If a leader without the impetuous trait joins a squad then he overrides impetuous and the unit behaves as normal, only reverting to impetuous if the leader(s) are removed from play.

Infiltrate

A unit skilled in infiltration knows how to use natural terrain to their best advantage, sneaking up close to enemy lines without being detected. Infiltrators may deploy anywhere on the board that is out of LOS and more than 12" away from the enemy. An exception to this rule is that infiltrators may be deployed within 6" of other units with the infiltrate skill so long as they do not have LOS on one another and are not within 12" of a regular unit. Whenever deploying infiltrators the situation on the battlefield at the time of their deployment is what counts, subsequent placement by the opposing player of units closer than 12" or with LOS to a unit of infiltrators is legal and often unavoidable. Infiltrators may never deploy in an enemy deployment zone. An army that includes a unit with the Infiltration special ability which has deployed either within a piece of terrain, or behind an obstacle (i.e. the obstacle is between them and their opponents) may automatically win the Initiative in the first turn of the game, providing the first unit activated is an infiltrating unit. If both sides have Infiltrators, roll for Initiative as normal. You must declare your intention to activate an infiltrated unit prior to and instead of any initiative rolls. Infiltrators may deploy normally instead of infiltrating, if so they do not benefit from the special initiative rules outlined above and are considered a normal unit for initiative purposes.

Inspiring

Models with this special ability have a positive effect on the morale of nearby units. Units within 6 inches and LOS of Inspiring models can re-roll failed morale checks. They only get to re-roll once per test and must abide by the result of the second dice roll.

Special Abilities

Jump Trooper

Some models, particularly VASA's special forces, are equipped with sophisticated devices such as grav-wings or graviton pulse packs, which enable them to make great, controlled leaps over intervening obstacles. Others make use of natural or bio-engineered wing membranes or similar gliding surfaces. When such troops wish to move or assault they may make a jump, although not when rushing, using the following rules:

Jump Troopers carrying out assault orders may use their jump ability to charge, but not to close.

- Enemy models charged by units making a jump may not counter charge.
- When making a jump, models may ignore obstacles up to 5" in height.

Jumps do not always go exactly to plan, as the equipment involved is difficult to handle and subject to environmental influences such as weather, enemy fire and so on. Before the unit makes its move or assault orders make one CD check for the entire unit. If the CD check is passed the unit may move up to 10" and then continue with its turn as usual. If the command test is failed the leap was mistimed, or a stray gust of wind has upset the jump troopers' tight formation. The unit may still move up to 10" but the following rules apply:

- If the CD check was failed before carrying out a move order, the unit suffers an additional -1 'to hit' modifier to any shooting in its current turn
- If the CD check was failed before carrying out an assault order, the unit loses all charge bonuses (including bonuses for special rules like shock trooper), and can be counter charged.

Multiple Attacks

Models with this special rule make multiple attacks in close combat. So for instance a model that has Multiple Attacks (x2) listed in the special rules section of its profile will attack twice in close combat. Multiple Attacks can be used to engage more than one close combat opponent.

Multiple Shots

Models with this special rule can shoot more than once during the shooting phase. So for instance a model that has Multiple Shots (x2) listed in the special rules section of its profile will shoot twice. Multiple Shots can be used to fire on more than one target.

Rough Terrain Specialist

Some models, either because of training or natural ability, can move with ease through certain types of terrain. Models with this special rule suffer none of the normal penalties for moving on the terrain listed after the Rough Terrain Specialist entry on their profiles. Rough terrain types include Jungle/Forest, Desert, Broken Ground (rubble, rocks), and Amphibious (swimable water obstacles, swamps and marshes).

Strike First

Models with this special rule have superior reactions and close combat training. In close combat they always resolve their attack(s) first, and if their opponent is killed then it may not have its usual return attack. The speed at which models with this special rule strike is so fast that it supersedes the normal charging bonus of attacking first (for further details see the Close Combat section in this book).

Swarm

Models with Swarm attack in a confusing mass in close combat, overwhelming their foe by sheer weight of numbers. Models fighting creatures that Swarm suffer a -1 penalty to their to hit rolls, up to a maximum of -3, for every enemy model with the swarm ability after the first that they are in base contact with. This only works in close combat. Whilst in close combat it is important to note that a model can only Swarm one opponent at a time so you must declare which opponent you are swarming if in base-to-base contact with more than one.

Tactical Awareness

Models with this special rule can attempt to ignore their normal target priorities. Before the unit shoots make a CD check for the model. The results of the check vary depending on whether the checking model is a squad leader (a sergeant for example) or individual, or a support model within a squad. Note that if a squad contains both a squad leader and one or more individuals you can make a separate check for each model individually if you wish. The following rules apply.

- Squad leaders and individuals: If the check is passed the entire unit may ignore normal target priorities and may shoot at any enemy unit of the owning players' choice. As with normal shooting all members of the unit must still fire at the same target unit. If the check is failed, then the unit hesitates and is momentarily confused. It cannot carry out its shoot orders this turn.
- Support (S): If the CD check is passed the support model may ignore normal target priorities and can instead shoot at any unit of its choice, firing at a different target unit than its fellow squad members if the owning player so wishes. If the check is failed, then the support model hesitates and is momentarily confused. It cannot carry out its shoot orders this turn.

Terrifying

Some models are so fearsome or vile that enemy troops quail before them. The range of this effect is a radius equal to the model's SZ stat in inches. Enemy units that activate within this area must immediately make a morale check. Troops that are terrifying are automatically assumed to be Fearless as well.

Sonic Attack

The Broodmaster's modified throat pouches allow it to let out a violent ripple of sonic force when surrounded in combat. If the Broodmaster elects to use a sonic attack he replaces all of his normal close combat attacks with one powerful sonic burst: centre a Large Indirect Fire Template on the Broodmaster's base. Any models touched by the template (aside from the Broodmaster) suffer an automatic DAM 4 hit. The Broodmaster must have at least one enemy model in base-to-base contact to use this attack.

Phazon Powers

A Phazon may only use one Phazon Power in any single game turn. Powers are used in the phase indicated under their individual descriptions. Use of a Phazon Power replaces any action the model may have otherwise taken during that phase, regardless of whether or not the power was successfully used.

Gravitic Shockwave

The Phazon's mastery of gravitic forces is second to none. By concentrating a region's normal gravity at a single accretion point and striking that point with a wave of modulated anti-gravity the Phazon creates in effect a gravitic bomb, a rapidly expanding ripple of concussive force. This difficult process has variable results, ranging from explosions little better than a human hand grenade to large shockwaves capable of crushing man and vehicle alike.

During the hold phase the Phazon may target a single point within 24" inches and LOS with a Gravitic Shockwave attack. The Phazon must pass a CD check to make the attack, the effects of which are highly variable. Roll a d10 and consult the following:

- | | |
|-----|--|
| 1-3 | Place a Small Ranged Template over the targeted area, any figures touched by it receive an automatic DAM 5 hit. |
| 4-6 | Place the Large Ranged Template over the targeted area, any figures touched by it receive an automatic DAM 5 hit. |
| 7-9 | Place the Large Ranged Template over the targeted area, any figures touched by it receive an automatic DAM 6 AP1 hit. |
| 10 | Place the Large Ranged Template over the targeted area, any figures touched by it receive an automatic DAM 6 (x2) AP1 hit. |

Obliterate

The Phazon is adept at storing and channelling the force of gravity through specially built neutronium-coraline receptacles, such as the Phasing Staff. While it appears that only a very few Phazon can truly master the variety of startling effects that can be produced by such techniques, all Phazon are capable of the simplest and most direct form of gravitic manipulation, the release of a destructive wave of oscillating gravitic flux.

During the shooting phase the Phazon may cast Obliterate. This is a Large Directly Placed Template attack originating from the base of the Phazon; every model touched by this template receives DAM 5 (x2) hit. This attack obeys normal targeting rules.

Portal

Phazon can create a tunnel through n-space, a mini-wormhole, a stable gateway between two points allowing near-instantaneous transportation between one area and another. No power of the Koralon is more ubiquitous, or more feared by enemy commanders than their ability to bridge distances and ignore obstacles through the use of these portals.

During the hold phase the Phazon may open a one-way portal to any point within 36" upon a successful CD check. LOS is not required but not having LOS to the exit point of the Portal halves the range at which the ability may be used (18") and risks a complete failure of the power: make an additional CD check, if unsuccessful the Portal attempt fails.

Mark the position of the Portal with a suitable marker, 2" in diameter, which blocks LOS. The Phazon itself is considered to be the entrance of the Portal, units must move into base-to-base contact with it to enter. The Portal is a one-way conveyance, starting at the Phazon and ending at the Portal marker. Only models of size 4 or less are allowed to enter the portal. This applies only to the size of each individual model, not the combined size of the squad; which is irrelevant. Once the portal is opened the Phazon cannot do anything else (including moving through the Portal) and if engaged in close combat or wounded for any reason the Portal closes.

When a unit emerges from the Portal each model in the unit must be placed within 3" of the Portal marker and must go on Hold orders for the remainder of the turn. Any number of units may pass through the portal in the same turn as long as they have sufficient movement to reach the entrance (base contact with the Phazon) and there is space around the Portal marker exit.

Enemy units that move to within one inch of the Portal exit prevent any further units from travelling through the portal, such a 'blocked' Portal remains in play as long as the Phazon maintains it but it cannot be used until there are no enemy units within one inch of its exit.

The portal is removed at the marker phase and needs to be recast during the next turn if the Phazon wishes to reopen it.

Power Shell

Koralon force field technology is based squarely on gravitic manipulation, most often by creating convection shells of contra-biased gravity or anti-gravity. On the battlefield the Phazon can warp an area's own natural gravity into a dome of densely swirling oblique gravitic currents to prevent enemies from assaulting elements of the Koralon army and to protect them from ranged attacks.

During the hold phase the Phazon may cast a Power Shell around a friendly unit within 12" and LOS. Place a marker next to the affected unit to indicate this, and remove the marker during the next marker phase. The affected unit gains HA 4 against ranged attacks, should the unit already have an HA rating then count only the highest rating.

Enemy models cannot assault or engage in close combat with a model protected by a Power Shell and the Power Shell cannot be used on a target already in combat. If a unit affected by Power Shell makes an assault move, or if the Phazon maintaining the shell suffers a wound, then the power is instantly cancelled.

Teleport

Koralon gravitic technology is capable of bending space, of escaping real time into the weird universe of extra-dimensional physics. Just as the vast Reef Fleets defy interstellar distances by leaping through n-space, so too can the forces of the Koralon exploit this advantage on the battlefield, teleporting instantaneously wherever their strength is needed.

During the hold phase a Phazon may teleport itself or a friendly unactivated unit within 6" to any point on the board within 24" and LOS. To do so the Phazon must first pass a CD test modified by every 2 points, or part thereof, that the teleported unit's total size is over a base of SZ 2. For example, a unit of 4 Brood has a combined size of 8, so the CD test would have a negative modifier of 3 (three increments of 2 over SZ 2). A single SZ 5 Hydra would incur a -2 penalty (one and a half increments of 2 over SZ 2, rounded up). This modifier is subtracted from the Phazon's dice roll, however a roll of 10 is always a success. The teleported units may not be placed within 1" of enemy models, and count as being on hold for the remainder of the turn.

Scatter: teleporting beyond short range requires a test for scatter. Make an additional CD check. If the test fails then roll a scatter die to determine the direction the teleport deviates and a d10, halving the results and rounding up, to determine the distance in inches the scattered unit will appear from its intended point. If the teleport point should scatter into impossible terrain, within 1" of an enemy model, or off the table edge then re-roll both dice until a legal result is achieved.

Tremor

No place on the battlefield is safe from the searching mind of the Phazon, whose gravitic powers can turn the very ground itself into a weapon. Focusing on the earth beneath the enemy's feet the Phazon creates a localized quake of extreme intensity, flinging soldiers to the ground and disordering squads. Though non-lethal such disruption can stall an enemy advance or throw a firing line into confusion and allow the Koralon to dictate the tempo of the battle.

During the shooting phase the Phazon may target one unit in LOS with this power after first making a successful CD check. The targeted models must then pass a CD check with a -2 modifier, and if successful the targeted unit is unaffected. If the targeted unit fails it counts as activated for that turn, place an activated marker next to it and remove its hold marker if it has one.

File HRC12/1354 Roku Priority Clearance
Ref. Incursion: Algercon, reconquest of, Sub: Infestations
The local Viridian military authorities have indeed confirmed that they recovered three Syntha citizens, two males one female, from the pseudo-reef complex outside of the city of Granachoul during the fighting. My own inquiries have gleaned more rumour than evidence, though many of the witnesses claim that these were rather extensively modified military prosthenes rather than the lower class standards as we had previously thought. Most disturbingly, and I repeat this only because the correlative data and my own instincts seem to support the possibility, several eye witnesses insist the female was heavily pregnant. In light of Syntha reproductive processes this has frightening ramifications.

VOID 1.1 Tournament Play

Throughout the evolution of the VOID1.1 universe we have tried to preserve as even a keel as possible between the forces on the battlefield. This is not only important for the enjoyment of the game overall but also for when official events such as tournaments, leagues and campaigns are run. It is clearly understood that variation is an important part of the game but balance is more so and we have become ever more aware of the impracticalities of maintaining a "free for all" style army plan.

As a general rule when nations ready for war they have limited resources and more often than not standard troopers, rather than highly trained specialists or elite troops, are deployed in greater numbers in the combat zones. Elite troopers and highly trained specialists, by their very nature are less numerous than your basic troops, and as such are deployed with more consideration and will invariably bolster the standard troops on the ground. Some balance is needed in the force lists to reflect these limitations placed on the commander. Whilst we encourage inventive play, and accept that in friendly games anything agreed upon by the players should go, when it comes to competitive play and tournaments things need to be more structured. As a result, when you create your VOID 1.1 army for competitive games, there are certain guidelines that should be followed.

Unit Types

To give some structure to the method of army construction the various troops types found within the Force Books (and subsequent publications) have been split into four main categories depending on both their level of ability and their abundance within the forces they fight for. These four categories are

- **Basic Troops.** These represent the core units available to your chosen army. They are plentiful and will usually form the bulk of any army.
- **Support Units.** As the name suggests these are the units that support your basic troops. They have superior training to the basic troops and/or more specialised equipment.
- **Heavy Units.** This title encompasses most types of vehicles, Mechs and heavy artillery.
- **Elite Units.** These are the crème de la crème of your army, your elite warriors with the finest equipment and highest levels of training and clearance or your officers and leaders of renown.

In addition to the armies being split into sections the other slight difference in competitive army selection is the appointment of your Leader. The rules covering this are detailed later, in the meantime suffice to say that an individual or squad leader in your army must be assigned as the force's "Leader", options on who may lead your army depends on the force in question.

Ratios

There are very few rules in regards to troop type limitations in the game. Points limits (other than the overall points limit for the entire army) are not a consideration and neither are percentages of the total. All you have to follow, to have a Tourney legal army, is the following basic layout (also see the "Tournament Army Composition Table"). Your army must contain a minimum of two Basic Units. That is the only minimum requirement there is. Depending on the points that you have left to spend on your force, for each Basic Unit in your army you may purchase a Support Unit, for each two Basic Units in your force you may purchase a Heavy Unit and you may purchase an Elite Unit (there may be further special faction or troop type specific rules depending on the army you choose such as designated troop transports or internally restrictive ratios but they will be dealt with as and when they arise).

No. of Basic Units	No. of Support Units	No. of Heavy Units	No. of Elite Units
(Minimum) 2	0-2	0-1	0-1
3	0-3	0-1	0-1
4	0-4	0-2	0-2
5	0-5	0-2	0-2
6	0-6	0-3	0-3
+1	+1	+1 per 2 Basic	+1 per 2 Basic

Leaders

As mentioned, once you have decided what units you will have in your force, one of these units will need to be nominated as the forces Leader. The Leader of the force can take any form from an iron hearted Lictor to a junior Officer mixing it in the front ranks of his forces. The Leader appointment can be given to any Individual or to any Squad Leader model (i.e. a squad's Sergeant, Decurion, Alpha etc.).

Friendly models that are within LOS and 6" of the Leader may use the Leader's CD stat and any additional bonuses applicable for all CD based tests. This includes such things as Panic, Rallying, Last Man Standing, Tactical Awareness etc. please note that it only effects the roll the friendly models make, it doesn't convey the skill as such, so a friendly model would be able to use the leaders' CD and bonuses when rolling for Tactical Awareness, but the model will already need to have the skill or be in a unit currently benefiting from the skill to take advantage of that.

In the case of the Leader being attached to a squad then models need to be with LOS and 6" of the Leader's Squad rather than just the Leader model itself

Army Consistency

Depending on what type of competitive event is being run there may be varying degrees of freedom for spare units to be taken to switch your army around to suit each game. Some systems, such as ongoing campaigns, should be ultimately flexible to change your army from game to game, but some events, such as one day tourneys, should reflect upon the general's ability to prevail with a single force designed to take on all comers.

This is a matter completely up to the tournament/event organisers, but our suggestion is that, for campaigns the organisers adopt either a completely open format or allow players to take units from a pool, and for tournaments each player must select and submit their force prior to the day of the tourney and must stick with that force throughout. Please note that for the latter case this would also include "customisable" troops, such as Prosthene Marines, Biomechs, Meta Knights etc, and sticking with the same powers/upgrades throughout.

What this all means for the player and what we have to look forward to

Well, for many players this will mean a reorganisation of their forces to some degree or another, but great care and attention has been taken to ensure that the structure of this project remains not only solid and balanced, but also as flexible as possible. Yes some armies will need juggling and yes some armies will become unplayable without serious reconsiderations, but in light of what we aim to do this is unavoidable and for this we can only apologise.

The upside is that this system of army construction should make a much more balanced environment for competitive games to be played as well as providing some sort of template for new VOID 1.1 gamers to decide what troops they will need or indeed those experienced players looking at developing another force.

The other advantage of this system is that it also becomes easier for us to focus our attentions on the creation of new forces, whether they are splinter armies from the main factions, such as a Pirate Syndicate or a Suppressor Rapid Response Force, or completely new armies and races. It is a framework and guideline for us to work around as much as it is for you.

Koralon Unit Classification

A summary of the Koralon unit classifications follows:

- Basic Troops: Reapers, Harpikons, Brood
- Support Units: Stingers, Breeder, Larvan
- Heavy Units: Arakterex, Hydra
- Elite units: Phazon, Brood Master
- Leader Options: Koralon work in a completely alien way to humans. To reflect this, the Leader is always determined by its position in the society's hierarchy. If there is a Brood Master present then it will always be the Leader, failing that the hierarchy descends as follows; Phazon, Larvan, Brood. An army must contain at least one of these units and the highest-ranking present will be the Leader.

Targeted weight loss 130

Weight loss 130

Weight loss 130

Weight loss 130

Flip, flip, flip. Scores of images of the shattered city, still, lifeless, devoid of motion. It's the appalling details you notice in these empty shots; they jump right out to confront you in the calm. Scorched rubble festooned with black-burnt corpses, limbs scattered amongst the twisted wreckage of the streets, the brown waters of the canal choked with floating dead, the horrible, mangled, alien forms of the invader...

"Ma'am, it's been nearly twelve hours. All systems report no activity on this side of the river, and I haven't any visual confir-

"Nor do I corporal, nor do I."

Major Ngumo kept her gaze fixed on the bank of monitors busily auto-cycling scans from the handful of spy-eyes still operating in Pallas. *Flip, flip.* What had once been one of the most beautiful cities in human space was now a charnel house, a crumbling ruin and grave for millions. But the Koralon had not just come to destroy, their conquest was far more pernicious: for every body lying out in those ruins there was another, human no longer, which lie gestating and changing in some secret hole. Ngumo was expecting them, expecting a vile horde of them to erupt from hidden places and overwhelm her compound at any minute. *Flip.*

"Corporal Ezakiya," Ngumo addressed the tech as she stiffly rose from her chair, turning her back to the relentless parade of images "take con. I'm going to check the perimeter." The major briskly left the control centre, an underground suite of monitoring stations and communications equipment specifically designed for emergency management. To call this an emergency was something of an understatement thought Ngumo, smiling wryly to herself, more like a world-drowning apocalypse of first-class dimensions. Alone, propelling herself through the bright, antiseptic corridors below the VASA consulate, she couldn't help but find bitter amusement in the irony of her situation. At an age when many of her colleagues were looking forward to retirement, Ngumo had wanted only action: requesting assignment on the Koralon-contested

Rim. Instead she had been sent to one of the most stable and secure worlds deep within human space to baby-sit diplomats and preside over tariff disputes. That is, until the Rim had come looking for her.

Quickly, through empty subterranean passages and past automated checkpoints, Ngumo made her way to the surface. The spacious entry hall of the consulate was a confusion of equipment, the floor crowded with salvaged bedding and supplies, its once pristine surface filthy and worn from traffic. Here billeted an army of sorts, the last vestige of human authority on the world of Actaeon, a motley collection of civilian refugees, remnants of the local constabulary, and Ngumo's own VASA regulars. She briefly surveyed the makeshift barracks, the sleeping forms of the off-shift night watch, the little knots of people in whispered conversation, the few families huddled over a meal or a secret, and the even fewer children; their play subdued and indifferent. Ngumo walked on.

Emerging into the open-air courtyard, uncomfortably humid despite the season, the major ran an experienced eye over the defences. The high walls of the compound were a VASA standard; many times on many worlds had such walls preserved a garrison until the arrival of a relief force. Manning the walls and gate was a patchwork force; for every trained pair of eyes scanning the city from that wall there were three others, scared and unpredictable, glimpsing demons in every shadow. Half of these militia were near the breaking point, she could see the signs in their posture, in their searching eyes and shallow breathing, and the white-knuckled grip they kept on their antique autorifles. Ngumo strode boldly down the centre-line of the courtyard, nodding curtly and returning the salute of her officers, her own consular guard brightening perceptibly at her approach. It was her gift, this aura of command, and she hoped it was enough to keep her force from cracking.

Before her loomed the CommTower, the last link this star system had with the rest of human space,

its enormous sub-ether antenna spearing skyward as if to tether the heavens themselves to the embattled earth on which she stood. Ngumo frowned at the sight; herein lie a mystery she could not fathom. Though this world was in tatters, its defences brushed aside, its communications disrupted and satellites smashed, its cities empty and people enslaved, despite this thorough destruction her thinly garrisoned VASA consulate remained untouched, seemingly overlooked. For five days they had waited for the inevitable hammer blow, waited huddled behind their walls as the Koralon stormed every bastion and crushed all resistance planet wide. For five days they had monitored the horrific conquest and dutifully relayed the images back to human space.

Ngumo wiped sweat from her brow, giving little thought to the unusually hot weather, and again replayed the arguments and speculations of the last few days in her mind. Undoubtedly the Koralon possessed a sophisticated intelligence far above the animal cunning usually ascribed to them, this Incursion was evidence of that. For not only had Actaeon fallen to them in one swift strike, but so to had four other Gateworld systems, each vital for strategic or economic reasons, all containing free atmosphere worlds with populations in the multiple billions. Five key systems and eight rich worlds deep within human space plucked with impunity from mankind's garden and devoured, and each of those systems of immeasurable value as a springboard for further conquest. The Koralon had dissected human space with an expert eye, revealing not only a deep intelligence, but also a profound understanding of their foe.

But why should they allow three of those Gateworlds to continue hyperspace broadcasts, reporting every detail of their occupation and conquest? Climbing to a point just above the barricaded gate Ngumo gazed out upon the ruins of Pallas, a chaotic sprawl of seemingly random destruction where the gravitic weapons of the Koralon had rent deep fissures in the earth, raised whole mountains of stone, twisted buildings

The Actaeon Incursion, Day 6, 09:02:45 hrs

into fantastic shapes or shorn them cleanly from their foundations. No survivors, no human voices heard or faces seen in long days of watching. Here was a devastation complete and absolute, yet Ngumo's paltry force remained strangely untouched, broadcasting its grim report with the seeming approval of the new masters of this place. Why?

Many of her soldiers had taken to the belief that the sub-ether carrier waves of the main aerial somehow inhibited or irritated the Koralon, and some had begun to regard the CommTower with a sort of superstitious totemic awe. But Ngumo suspected a simpler explanation, one disturbing in its implications. To continue to broadcast, to send these images back to human space, was to advertise defeat. Horror and fear would grip billions, for despite the best military encryption it was only a matter of time before these broadcasts leaked into the public sector, there to fuel the panic already sweeping the worlds. Worse than a panicked populace were the colonial administrations and splinter worlds that would horde their resources and close their systems, greatly complicating any concerted response from the Tripartite Confederacy. Had the Koralon, beings unfathomable to the best minds of human science, progressed in their understanding of mankind so far as to engage in a form of psychological warfare? Despite the radical differences between species had these aliens somehow made that leap of understanding that let them look deep into the hearts of their enemy, while mankind could only stare back blankly?

"Activity." The word burst on her consciousness with the force of a gunshot, and Ngumo pressed a finger to her earpiece as she waited for Ezakiya to make his report. "Ma'am, the scattered groups of the residential area have just merged into one large body and are crossing the river," the tech's voice was dead flat, betraying no emotion, "heading this way, estimating twelve-hundred bogies." Ngumo nodded to herself, this was what she had been dreading.

"Corporal, sound the general alert, make sure you get a good view of this and keep that aerial humming."

For all their built-up tension her soldiers responded well now that the opportunity to act was upon them. They moved briskly to reinforce the perimeter along the line of attack, the VASA guard patiently assisting the unsure civilians; organizing fire teams, checking rifles, distributing ammunition. Ngumo felt an unexpected pride for this rag-tag army, and suddenly there was no distinction in her mind between the grizzled suppressor and the desperate refugee, the polished consular honour guard and the provincial colonial marine. Here was mankind united in common cause, and their quiet resolve restored Ngumo's faith in the outcome of this contest: men and women such as these could prevail against any odds.

Clearly visible now was the approaching horde, flowing through the pulverized city like a plague of locusts. Ngumo, scanning them through optifiers, grimaced in disgust at the degenerate forms of the mutant army scuttling through the wreckage they had once called home. As the Koralon drew ever closer, coming well within range of the defenders, the men and women on the wall reacted with predictable outrage and revulsion at the sight. No lost battle, ravaged city, or stolen world could compare to this affront, this perversion of humanity. With this foremost in her thoughts, with the ragged tide lapping at the walls, Ngumo gave the order to open fire.

A fearsome hail of flechette and slug raked the mob, and improvised incendiaries turned the space around the walls into sheets of flame. The exposed and seemingly mindless Hybrids died by the hundreds, successive waves clambering over dead-piles to be cut down in turn. Fearless, the horde pushed aggressively forward, throwing themselves uselessly against the walls and gate. With an insane, savage violence they clawed and battered at the unyielding surfaces before them while the rain of fire from above continued unabated. The Hybrid force was blunting itself against the well-fortified defenders, and their

vast numbers seemed of little use in the uneven struggle. Humankind was winning the engagement.

But a strange sensation had been creeping along the edge of Ngumo's awareness as she directed the defence, a vibration in the pit of her stomach, a tingling along her scalp. The air itself, reeking of ozone and petrosene, seemed electrically charged and crackling with unfamiliar energies. This sensation grew into a warning, an intuition of danger, and Ngumo turned her back to the battle in sudden alarm.

A pulsating membrane of force hung defiantly in the courtyard behind her, an oval of intense gravitic energy. From the mirror-like surface emerged creatures sinuous and strange, so hideously alien in form and movement that the gibbering araktons outside the walls seemed almost comfortably familiar. Ngumo shouted to her soldiers over the din, but few on the wall heard her as the Koralon poured forth; their weird weapons flashing in the reflected radiance of the portal.

The invaders brandished their glowing staffs, unleashing irresistible waves of force that broke upon the wall with the force of a cyclonic storm. For the briefest instant, Ngumo glimpsed two more portals flick into existence just as she and the defenders were swept away; their bodies to be crushed, or ruptured, or thrown to the howling pack outside.

Beneath the imposing structure of the VASA consulate, through a maze of corridors, in an empty control room, a bank of monitors auto-cycles an endless stream of images. A shattered CommTower with its twisted aerial, the flattened wall of the consular compound and the broken beings who died defending it, the shattered city, still, lifeless, devoid of motion. *Flip, flip, flip, flip, flip...*



Hydra

Miniatures Gallery

■ Stinger



■ Stinger



■ Stinger



■ Reapers



■ Brood



■ Brood



■ Brood



■ Brood Leader



■ Breeder



■ Skull Swarm



■ Phazon



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